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DRAGON™

A Dungeons & Dragons® Roleplaying Game Supplement

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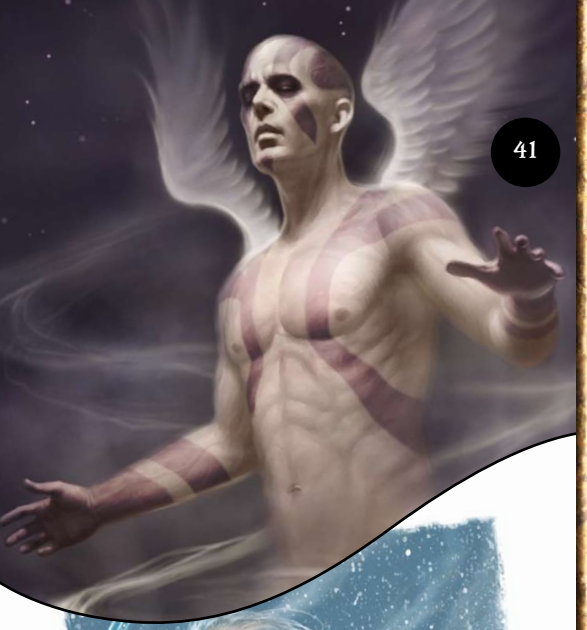

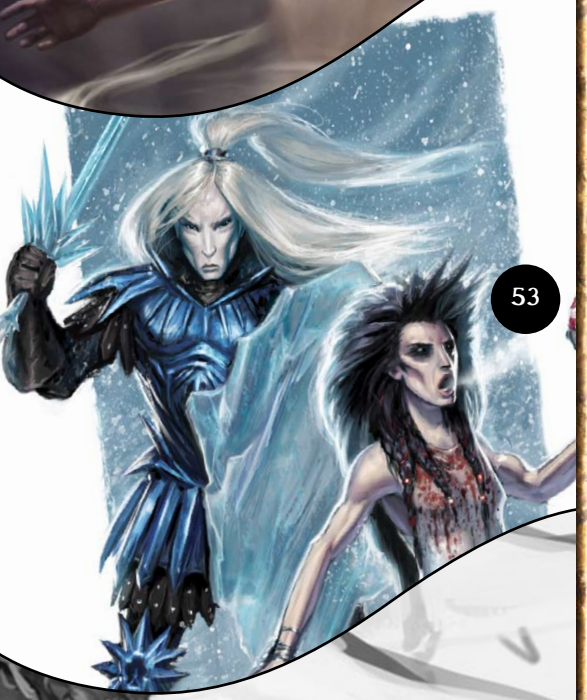

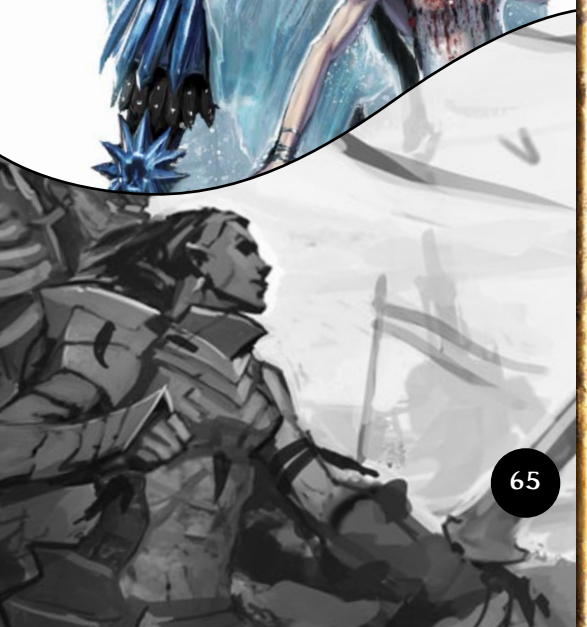

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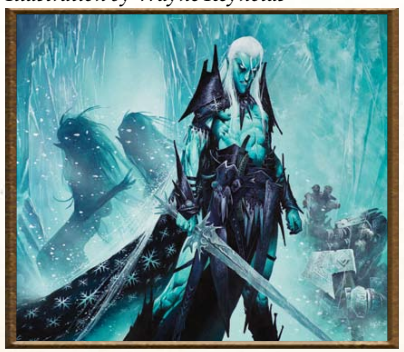

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Multiple Character Disorder

I'm conflicted. Now that *Player's Handbook 2* is out, I've started looking at the character sheet for Deimos, my beloved tiefling warlock, and wondering if he wouldn't look a little more appealing if he were, say, a barbarian. Or an avenger. Or, God help me, a bard.

I'll admit it. I have *newcharacteritis*. I can't stop thinking about rolling up a new character. Playing a new character. Leveling up a new character. And now that all the *PH2* data is in the Character Builder, I'm doubly screwed. More options, *and* it's easier to make a character? Gah!

So I've been thinking a lot about how to get my new character fix. I've danced around this topic a bit in a couple of editorials, but I've given it more thought and I have some ideas. The first two are pretty basic, and you'll hear them from a lot of folks in the office here.

Play More Games. Yes, playing in more D&D games is something we'd all like to do more of. But as we've said many times, 4th Edition is easier to run than past editions and you have dozens of adventure options to choose from at this point—there just aren't any more excuses. So start a new game, and at least your friends will be able to get their new character fix. Heck, maybe your new campaign can involve:

Round-Robin DMing. Again, we've said this a lot. Whether this is a new campaign or an established one, round-robin DMing can be combined with new characters. That way, each DM has a unique, unchanging group of PCs to deal with, and those PCs always struggle against the same DM. Sounds fun, right? It is!

Alternatively, you could try my new favorite idea:

The Swap Out. Build your campaign structure (or alter an existing campaign) so that you swap out characters every few levels. You could make the swap after each adventure or adventure arc. Your existing character goes on the backburner for some reason, while the JV team gets to step up. After a bit, you swap back. You could have a number of in-game reasons for this approach.

Geographic Swap: Your different adventuring parties are actually in different parts of the world, but they're working toward a common goal. Maybe they'll eventually meet up, and the two parties can mingle and swap some members.

Time Swap: Your two parties are at different points in the campaign timeline. It would be like having one party adventuring in an Eberron campaign during the last war with another in the present day. Both groups could even be working toward similar goals, in theme if nothing else. Or maybe some quirk of the campaign means the timeline is in flux, so the groups know they're working in tandem with other adventurers in a different part of the time stream (think *Lost*). Wacky!

Multi-Group Free-for-All: You run multiple groups all at same time, pursuing different but related tasks. Think about the end of Return of the Jedi, when one group is attacking the shield generator and one is attacking the Death Star. You could set up a situation where you run a second group during climactic moments in a campaign, each helping contribute to an immediate, pressing, but distinct goal.

Superfriends: This is my favorite idea. Each player has a stable of heroes he or she can draw from for each adventure, kind of like the Superfriends in the Hall of Justice. Each adventure, the Hall sends out a different squad. Sometimes Superman, Wonder Woman, Samurai, and the Flash. In the next, Batman, Green Lantern, Cyborg, and El Dorado are on the case. The number of PCs available is really unlimited. You could play someone new each week!

If all else fails, you can always get your multiple character fix by building a hybrid character. Using the playtest article for *Player's Handbook 3* that comes out next Monday, you can wrap the best of two classes in the body of one adventurer.

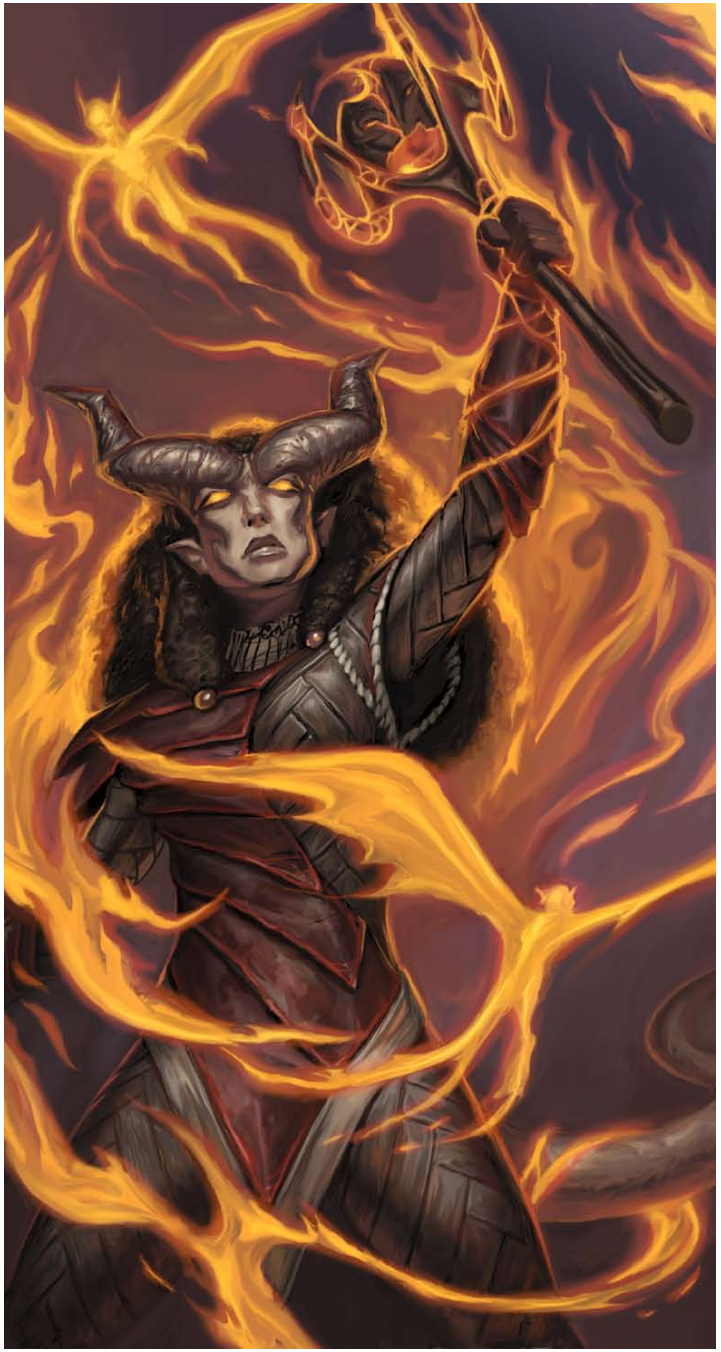
This might sound like heresy to campaign purists, but all these ideas are options I'm considering for the next game I'm involved in. If I don't figure out a way to try out some of these new character options soon, I'm never going to be prepared for *PH3*.

What about you? Have you found a fun and innovative way to run multiple characters in the same campaign? If so, let us know! Send your stories to dndinsider@wizards.com.

Character Concepts: Arcane Options

by Matthew Sernett

illustrations by Matt Cavotta



Whether you need a quick character for a pick-up game or you're looking for inspiration for your next campaign, Character Concepts has what you need. In this article, we'll examine two ideas made more feasible by the recent release of *Arcane Power*. The first is the hellbound mage. Like Faust, the hellbound mage has made a bargain with the forces of Hell for power. The second concept is the arcane archer, a spellcaster who uses a bow to deliver magic effects.

Marissa the Hellbound Mage

Both the tiefling race and warlock class suggest the idea of characters who have made a Faustian bargain, but playing a character that has signed over her soul can be a challenge. Maybe your DM will let you play an evil character, or maybe your character has good intentions but can't resist temptation. Whichever way you decide to go, here's every step that paves the road to Hell.

Race

Due to the race's origin story, Marissa is a tiefling, but the concept works just fine with other races. Mechanically, half-elf makes a good choice, while thematically a human tempted by power or a deva destined to become a rakshasa both seem like a lot of fun.

Class

Marissa has to be a warlock with the infernal pact. Multiclassing is, of course, an option if some class has a power that's really on target for the theme, but it's likely Marissa can get all she needs from being a warlock.

Ability Scores

Marissa needs a high Constitution, something not easy to achieve given her thematic race choice. For secondary abilities, Marissa should emphasize Charisma and Intelligence. This gives Marissa a good ability score in all the defense pairings and helps out when the occasional power provides a benefit based on one of those secondary abilities. Charisma makes a good choice for the second high ability score thanks to infernal wrath from being a tiefling, but the *infernal pact* often provides a benefit based on Intelligence modifier. Marissa's ability scores therefore look like this:

SCORE	ABILITY	SCORE	ABILITY	SCORE	ABILITY
10	STR Strength	11	DEX Dexterity	13	WIS Wisdom
16	CON Constitution	16*	INT Intelligence	14*	CHA Charisma

* Bonuses for race included.

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Skills

Marissa made an unwise bargain, and now she needs to know as much about it as she can. Also, she wants any further bargains with the forces of the Nine Hells to be on better terms. Marissa chooses to be trained in **Arcana, Bluff, Insight,** and **Religion.**

Feats

To make up for her lack of an 18 in Constitution, Marissa takes Hellfire Blood as her first feat. Most of her powers are going to deal fire damage and the extra +1 to attack rolls and damage will help.

Powers

Marissa gains *infernal wrath* for being a tiefling, and she gains *eldritch blast* and *hellish rebuke* as her at-will powers. Marissa takes *diabolic grasp* as her 1st-level encounter power. *Chains of Levistus* from *Arcane Power* is also a strong choice, but it deals cold damage rather than fire. For a daily power, Marissa picks *tyranny of flame* from *Arcane Power*™. It deals less damage than *flames of Phlegethos,* but it has the potential to keep a foe prone for a long time, which limits the enemy's mobility and grants allies combat advantage.

Level 2: Two utility powers stand out at this level, *fiendish resilience* from the *Player's Handbook*® and *devil's trade* from *Arcane Power. Fiendish resilience* grants a lot of temporary hit points, but they don't stack with those granted by dark one's blessing. *Devil's trade* allows Marissa to succeed on a saving throw automatically, but it's a tricky power to use because she gains vulnerable 5 to everything until the end of her next turn. Ultimately, *ethereal stride* is just too tempting to pass up. It's not very hellish, but it's awfully useful in a pinch.

For a feat, Marissa takes Improved Dark One's Blessing, making the benefit of the infernal pact more meaningful in every fight.

Level 3: Marissa takes *fiery bolt* as her encounter power at this level. It combines nicely with Hellfire Blood. *Arcane Power* offers *cloud of flies* as an infernal power, but it deals less damage and lacks the fire keyword.

Level 4: Marissa takes Implement Expertise from *Player's Handbook 2* because it's likely she has access to a magic implement. At this point, Marissa chooses to focus the feat on wands because they seem more likely to come up in treasure, but if Marissa finds a great magic rod later, she'll retrain the feat at the next level, exchanging it for Implement Expertise (rod). Marissa also gains +1 to two ability scores, placing them on Constitution and Intelligence (both now 17).

Devil's trade allows Marissa to succeed on a saving throw automatically, but it's a tricky power to use because she gains vulnerable 5 to everything until the end of her next turn.

Level 5: Marissa takes *tyrannical threat* from *Arcane Power.* As a power with the fear keyword, it benefits from the +1 feat bonus from Hellfire Blood.

Level 6: Marissa depends on fire for most of her attacks, so she takes Surging Flame from *Player's Handbook 2.* This feat can help against fire-resistant creatures, but it provides unreliable results against such foes and does nothing when the foe is not fire resistant. She'll retrain out of this feat once a good option to solve this problem presents itself.

Marissa gains *dark one's own luck* as a utility power. *Arcane Power* offers *life siphon* with an infernal pact effect, but being able to reroll in a crucial moment seems more important.

Level 7: Marissa takes *howl of doom* as her encounter power at this level. It's a fear power and has an infernal pact effect.

Level 8: At 8th level, Marissa adds +1 to Charisma and Intelligence, making them both 18. She also takes the Dual Implement spellcaster feat from *Arcane Power.* Since every power she uses allows implements, all she needs to do is have another magic wand in hand to add its enhancement bonus as extra damage. She likely isn't using that hand for anything, and having two wands gives her the option of using their different powers depending on the situation.

Level 9: Unfortunately, no fire or fear power is available at this level, so Marissa takes *iron spike of Dis* because it suits her theme. Although it immobilizes and causes decent damage, it's a prime pick for exchange when Marissa is supposed to replace a daily power.

Level 10: Marissa takes Sacrifice to Caiphon (from *Dragon* 366) as her feat. It allows her to regain encounter powers when she misses all the targets—as long as she doesn't mind taking some damage. For a utility power, she takes *ambassador imp.* How could she resist?

Level 11: Marissa gets rid of Surging Flame and retrains to take Arcane Fire, from *Arcane Power.* Any time she hits a foe with a fire power, it gains vulnerable 5 cold against her next attack. She also takes Arcane Admixture from *Arcane Power,* applying the feat to *hellish rebuke.* This allows her to add cold to its damage type. The combination of these two feats means that she can reliably use her at-will power for full damage against fire resistant creatures, and she'll often gain an extra 5 points of damage with it. In addition, it puts cold powers like *chains of Levistus* back on the table, and it causes Marissa to deal more damage when she has used up her daily and encounter attacks.

Marissa becomes a hellbringer from *Arcane Power*. The paragon path is right up her alley, and it grants her the encounter power *pillar of power*.

All Marissa's ability scores increase by 1:

SCORE	ABILITY	SCORE	ABILITY	SCORE	ABILITY
11	STR Strength	12	DEX Dexterity	14	WIS Wisdom
19	CON Constitution	19	INT Intelligence	15	CHA Charisma

Level 12: Marissa gains the *gates of hell* utility power from the hellbringer paragon path. In addition, she takes Bael Turath Born as her feat. This feat from *Dragon* 366 gives her resistance to fire equal to 8 + her level (20!).

Level 13: It's time for Marissa to replace an encounter attack, and she chooses to lose *diabolic grasp* in favor of *killing flames* from *Arcane Power*. *Killing flames* doesn't offer much more damage, and it lacks the control aspect of *diabolic grasp*, but it is used as an immediate reaction to a foe being bloodied, so it can help to hasten an enemy's demise. Keeping *diabolic grasp* could be an equally valid choice.

Level 14: Marissa takes Twofold Curse as her feat. This way she has twice the opportunity to gain temporary hit points. Her ability score increases go to Constitution (20) and Strength (12). Increasing Strength allows Marissa to gain Armor Proficiency (Chainmail) at a later level.

Level 15: Marissa can finally replace *iron spike of Dis*! She ditches it for *fireswarm*, a great power that has the potential to deal a lot of damage.

Level 16: Marissa gains a paragon path feature that allows her to ignore creatures' fire resistances. It's tempting to retrain Arcane Admixture or Arcane Fire, but the combo still gives oomph to *hellish rebuke*. Instead, she takes Paragon Defenses from *Player's Handbook 2*.

For a utility power she takes *hero's defense*. It's an incredibly handy power from *Arcane Power* that can easily negate an attack or render a critical hit less dangerous.

Level 17: Marissa has the opportunity to replace an encounter power at this level, but nothing leaps out as a great replacement. *Warlock's bargain* is within her theme, but her other powers offer decent benefits without having to take damage.

Level 18: Marissa puts her ability score increases in Constitution (21) and Strength (13). She takes Armor Proficiency (Chainmail) to gain a significant increase to AC.

Level 19: Marissa wants *minions of Malbolge*, so she exchanges *tyrannical threat* for it.

Level 20: Marissa gains *unleash the inferno* from the hellbringer paragon path and chooses Accursed Accuracy from *Arcane Power*, a feat that allows her to ignore concealment penalties against cursed foes.

Level 21: All Marissa's ability scores increase by

SCORE	ABILITY	SCORE	ABILITY	SCORE	ABILITY
14	STR Strength	13	DEX Dexterity	15	WIS Wisdom
22	CON Constitution	20	INT Intelligence	16	CHA Charisma

Marissa's epic destiny comes from "Masters of the Planes" from *Dragon* 372. Prince of Hell reflects Marissa's theme perfectly. The bargain she made comes to its inevitable conclusion as she becomes one of the Lords of Nine.

One of the features of the path gives Marissa strong fire resistance, so she retrains Bael Turath Born and gains Student of the Athanaeum from *Dragon* 366. This allows Marissa to regain the use of a daily power. She then takes Distant Advantage from *Player's Handbook 2* as her 21st-level feat, which allows her to gain combat advantage on foes flanked by her allies even when she attacks from a distance.

Level 22: Marissa gains the *wings of the fiend* utility power. She retrains Paragon Defenses, taking Robust Defenses (*Player's Handbook 2*) instead. She then takes Epic Will (*Player's Handbook 2*) as her 21st-level feat.

Level 23: Marissa replaces *fiery bolt* with *spiteful darts*. She switches Arcane Admixture to work with that power, changing the energy to fire, and then she retrains Arcane Fire into Epic Reflexes (*Player's Handbook 2*). The extra damage on an at-will attack doesn't make as much sense as getting better results from *spiteful darts*.

Level 24: Marissa increases her Constitution and Intelligence by 1, making them 23 and 21 respectively. Marissa takes Epic Fortitude (*Player's Handbook 2*) to round out her defenses. She also gains an epic destiny feature.

Level 25: Marissa finally exchanges *tyranny of flames*, taking the *infernal summons* power, a daily power unique to her epic destiny that summons devils to fight on her behalf.

Level 26: Marissa gains *brimstone step* from her epic destiny, giving her another means to teleport. She also takes the Warding Curse from *Arcane Power*. This gives Marissa a +2 to all defenses against cursed foes.

Level 27: Marissa replaces *killing flames* with *hellfire curse*.

Level 28: Marissa gains her final two ability score bonuses and adds them to Constitution and Intelligence, making her final scores:

SCORE	ABILITY	SCORE	ABILITY	SCORE	ABILITY
14	STR Strength	13	DEX Dexterity	15	WIS Wisdom
24	CON Constitution	22	INT Intelligence	16	CHA Charisma

She also takes the Epic Resurgence feat.

Level 29: For her 29th-level power, Marissa takes *hurl through hell*, replacing *fireswarm*.

Level 30: Marissa gains an aura of dread from her epic destiny. She takes Trusted Spellcasting from *Arcane Power* as her final feat, allowing her to deal half damage on a miss with *hellfire curse*.

Status Report

Marissa isn't the kind of girl you take home to your mother. In fact, she's a real spitfire. Nearly every attack ignites foes, and no fire resistance can save an enemy's skin. Even devils blaze when Marissa gives them hell.

At-Will Powers: *Eldritch blast* (warlock 1), *hellish rebuke* (warlock 1).

Encounter Powers: *Howl of doom* (warlock 7), *pillar of power* (hellbringer 11), *spiteful darts* (warlock 23), *hellfire curse* (warlock 27).

Daily Powers: *Minions of Malbolge* (warlock 19), *unleash the inferno* (hellbringer 20), *infernal summons* (prince of hell 25), *hurl through hell* (warlock 29).

Utility Powers: *Ethereal stride* (warlock 2), *dark one's own luck* (warlock 6), *ambassador imp* (warlock 10), *gates of hell* (hellbringer 12), *hero's defense* (warlock 16), *wings of the fiend* (warlock 22), *brimstone step* (prince of hell 26).

Feats: Accursed Accuracy, Arcane Admixture, Armor Proficiency (Chainmail), Distant Advantage, Dual Implement Spellcaster, Epic Fortitude, Epic Reflexes, Epic Resurgence, Epic Will, Hellfire Blood, Implement Expertise, Improved Dark One's Blessing, Robust Defenses, Sacrifice to Caiphon, Student of the Athanaeum, Trusted Spellcasting, Twofold Curse, Warding Curse.

Desired Magic Items: Marissa's magic item needs run the standard warlock gamut with the added wrinkle that she'd like to have two magic implements. Some choices stand out as particularly useful to Marissa. The damage-adding property of a *flame wand* (*Adventurer's Vault*™) combines with the damage-adding daily power of *burning gauntlets* (*Adventurer's Vault*). At epic level, a set of magic pit-mail (*Adventurer's Vault*) or spiritmail would be good, perhaps with the *tombforged* property. Other items of potential interest include the *wand of hellish rebuke*, *flamewrath cape*, *rod of the churning inferno*, and *crown of infernal legacy*, all from *Adventurer's Vault* and the *rod of the pyre* from the *Player's Handbook*.

Zanil the Arcane Archer

The concept of the arcane archer comes from a popular 3rd Edition prestige class. Characters of the class fired arrows at foes to cause them to be affected by spells. Replicating this concept precisely in 4th Edition isn't easy, but ranged-weapon powers with magic effects exist, and a paragon path turns ranged powers into ranged-weapon powers.

This class concept uses both tactics to put an archer using arcane powers into play.

Class

When it comes to archery, no class holds a candle to the ranger, but the ranger doesn't have much that seems like magic in terms of ranged attacks. Fortunately, *Arcane Power* provides the bard with a number of ranged weapon powers that hit the target.

If the arcane archer concept is going to come across to other players, Zanil needs to play that note from the start—not wait for multiclassing feats to layer that in. So Zanil starts as a bard and replaces some of his nonarchery powers with ranger powers.

Another option available in the future is to play a bard and multiclass as an artificer from the *Eberron® Player's Guide* (releasing in June 2009). Although the artificer doesn't supply a lot of options for ranged-weapon powers, it does provide enough for multiclassing to be interesting, and it has some utility powers that could be handy. The bard class allows for multiclassing feats from multiple classes, so Zanil could even take powers from the artificer and ranger lists.

Race

A bunch of good choices are available for race, but the character's early reliance on Charisma for attacks makes the races with a +2 to Charisma float to the top. For a straight bard, the tiefling and gnome make great choices, but knowing that Zanil needs Dexterity for the ranger powers, halfling stands out as the best choice from the *Player's Handbook*. Given the reliance of many powers on Intelligence and Wisdom, deva might be a good choice. Ultimately, the best choice is **drow** from the *Forgotten Realms® Player's Guide*. Not only do they gain a +2 to both Dexterity and Charisma, they can use the longbow—unlike the halfling.

Darkvision might come in handy as well. Drow also have the option of using one of two different racial powers once per encounter, both of which are useful to an archer.

Ability Scores

A high Charisma is key, and a high Dexterity can help with the ranger attacks later. However, to take the multiclass ranger feats, Zanil needs at least a 13 Strength, and some bard powers provide an extra benefit based on the character's Intelligence or Wisdom bonus. Also, a neat bard feat allows Zanil to use Charisma for multiclass attack rolls. Using the standard array, Zanil's ability scores therefore look like this:

Score	Ability	Score	Ability	Score	Ability
13	STR Strength	13*	DEX Dexterity	14	WIS Wisdom
10	CON Constitution	12	INT Intelligence	18*	CHA Charisma

*Bonuses for race included.

Skills

Perhaps the most useful skills for the typical archer are Perception and Stealth. Perception gives the bard a better chance of spotting foes at long range (a handy ability combined with the drow race's unlimited darkvision), and Stealth can allow the archer to frequently gain combat advantage. Unfortunately, Stealth isn't an option for the bard, but multiclassing into ranger can provide Zanil with that skill. Plus, the drow racial powers should help the character gain combat advantage when it's crucial. Arcana makes a great deal of sense given the possibility of using rituals. With a high Charisma, a social skill is an obvious choice, and drow gain a +2 to Intimidate checks. Given the character's relatively low Strength, Acrobatics might be good—if only to escape grabs. For Zanil, **Acrobatics, Arcana, Intimidate,** and **Perception** make sense, but it really depends on the kind of character you want to play.

Feats

Zanil's 1st-level feat is Warrior of the Wild. This gives Zanil training in Stealth and starts the practice of using Hunter's Quarry early.

Zanil uses a longbow. It causes high damage and has a range that makes feats such as Far Shot unnecessary. Yet if you want a thematic link to drow, you might consider having your character use the hand crossbow. If so, you should take the Ruthless Hunter feat from the *Forgotten Realms Player's Guide*.

Powers

As already stated, Zanil gains some useful encounter power options just for being a drow. As a bard, Zanil has the choice between *Virtue of Cunning* and *Virtue of Valor* from *Player's Handbook 2*, and *Virtue of Prescience* from *Arcane Power*. Given that many ranged weapon powers provide an extra benefit for *Virtue of Prescience*, that's the best choice despite Zanil's relatively low Wisdom bonus. Bards also gain *majestic word* and *words of friendship* (both are in *Player's Handbook 2*.

When it comes to choosing class powers, the obvious choice is the at-will power *jinx shot* from *Arcane Power*. In general, Zanil wants to avoid implement and melee weapon powers. Many implement powers require Zanil to be within 10 squares of a target, and melee powers make Zanil move even closer. Both force Zanil to spend resources on magic items if he wants them to be useful at a higher level. Zanil takes *vicious mockery (Player's Handbook 2)* as his other at-will because it doesn't require him to be in melee.

For the first encounter power, only *firemetal shot* makes sense. For the daily, *saga of rivalry* makes a great choice. Both are ranged weapon powers from *Arcane Power*. Both these powers have magic effects and provide significant benefits to allies.

Rituals

As a bard, Zanil gains access to two 1st-level rituals. One must have bard as a prerequisite. Glib Limerick (*Arcane Power*) can help Zanil with Bluff checks, and in a skill challenge that might be handy. For the other 1st-level ritual, Unseen Servant (*Arcane Power*) seems like a versatile adventuring choice.

Level 2: Zanil takes Weapon Expertise from *Player's Handbook 2*, focusing on bow, of course. It's not a terribly inventive choice, but it can be useful throughout all 30 levels. For a utility power, Zanil takes *concerted effort* from *Arcane Power*. With it, Zanil can potentially gain a bonus on his next attack roll equal to the number of PCs.

Level 3: *Arcane Power* offers three ranged-weapon powers of which *rhyme of the blood-seeking blade* seems best. This encounter power has the potential to turn an ally's miss with a melee attack into a hit in addition to its damaging effect. It can be tempting to delay using this power until an important attack misses, so the difficulty of knowing when to use this power makes it a good candidate for exchanging with a ranger power that is more damaging.

Level 4: At this level Zanil gains +1 to ability scores. Zanil adds +1 to Dexterity (now 14) to gain slightly better damage from his multiclass powers and a higher Reflex and AC. Zanil doesn't need a higher Strength and all other ability scores are even. That makes Charisma (now 19) the best choice.

Zanil takes Novice Power as a feat and ditches *rhyme of the blood-seeking blade* for *thundertusk boar strike*. Although giving someone else a hit in melee is nice, *thundertusk boar strike* offers much higher damage potential and the ability to push foes.

Level 5: Only one ranged-weapon power is available to the bard at this level, but it's a doozy! *Arrow of ill omen* (*Arcane Power*) has the effect of turning one ally's hits on the target into critical hits 25% of the time.

Level 6: *Glimpse of the future* from *Arcane Power* is the clear winner. This utility power continues the theme of making allies do their best. With it Zanil rolls a d20 three times and can replace an ally's roll with the highest result at some point during the fight. That might mean a critical hit with a daily power!

For a feat, Zanil takes Combat Virtuoso from *Arcane Power*. This makes his multiclass powers use Charisma for their attack rolls instead of Dexterity. The damage bonus is still based on Dexterity, but Zanil is going to get more damage from these powers from the multiple attacks they provide (and the multiple chances for critical hits!) not the extra two or three points from having a higher ability score.

Level 7: *Arcane Power* offers two ranged-weapon powers, and both make good choices. Zanil takes *rewrite the future* despite its lower damage because a hit gives him the ability to roll a d20 and replace either an ally or the target's roll with the result. That continues his theme of mysterious control and is a lot of fun when he rolls a 20 or a 1.

Level 8: Zanil gains +1 to two ability scores, and one goes to Charisma (making it 20). The other goes to Dexterity (now 15). It could go to Strength to raise Zanil's Fortitude, or to Wisdom to help out his powers later, but the future benefit to AC, Reflex, Stealth, and ranger power damage seems to outweigh that benefit.

For a feat, Zanil takes Weapon Focus for the bow. It's theme appropriate and gives Zanil solid returns over time.

Level 9: There's only one ranged-weapon option: *saga of vengeance* from *Arcane Power*. It's good, but *attacks on the run* and *spray of arrows*, two ranger powers of the same level, seem like they might be more fun because of the potential to cause more damage. They're candidates for subbing in when Zanil gains his next feat at 10th level.

Level 10: Zanil takes the Adept Power feat and exchanges *saga of vengeance* for *attacks on the run*. *Saga of vengeance* dealt decent damage and had a useful leader power, but with *attacks on the run*, Zanil can target the same foe with two 3[W] attacks. That makes for two chances for a critical hit and two possible applications of modifier damage. Plus, it gives Zanil a move during which he can shoot. It's just too tempting to pass up.

Zanil also gets a utility power at this level, and *Arcane Power* offers *mantle of unity*. This encounter power makes all the PCs' defenses equal to the highest defense in the party. It lasts only until the end of Zanil's next turn, but it's a great power in a party where a player has maximized AC.

Level 11: Zanil reaches paragon level! That's a +1 to all ability scores:

SCORE	ABILITY	SCORE	ABILITY	SCORE	ABILITY
14	STR Strength	16	DEX Dexterity	15	WIS Wisdom
11	CON Constitution	13	INT Intelligence	21	CHA Charisma

Zanil also needs to pick a paragon path, and he chooses *euphonic bow* from *Arcane Power*. This path allows Zanil to turn any of his ranged powers into ranged-weapon powers (minus the weapon proficiency attack bonus), allowing him to toss away any wand he picked up and just focus on using his bow.

A number of feats make sense at this level, such as Point Black Shot or Distant Shot, but either paragon path features obviate the need for them, or they seem too situational. Instead, Zanil takes Paragon Defenses, increasing all his non-AC defenses.

Level 12: In addition to a paragon path utility power, Zanil gains the Disheartening Presence feat from *Arcane Power*.

Level 13: At this level, Zanil replaces *firemetal shot* with *enduring struggle* from *Arcane Power*. This power deals a lot more damage and has an effect that should be useful in every fight.

Level 14: Zanil's Charisma increases to 22 and his Dexterity gets the other +1, making it 17. For a feat, Zanil takes Armor Specialization (Chainmail).

Level 15: Zanil replaces *saga of rivalry* with *satire of evasion* from *Arcane Power*. It's another ability that allows Zanil to roll a die and replace an ally's roll. *Fated vulnerability*, also from *Arcane Power*, would be another great choice at this level, particularly if the party has a way to deal the same damage type (as some artificer powers allow).

Level 16: Zanil gains a paragon path feature (*song of sonic striking*), and he takes *haste*, from *Arcane Power*, as his utility power. He takes Darkhunter from *Martial Power*™ as his feat, effectively giving him Hunter's Quarry twice per encounter.

Level 17: Zanil replaces *thundertusk boar strike* with *inescapable fate* from *Arcane Power*. He could replace *rewrite the future* because it deals less damage, but replacing d20 rolls suits his magical theme better than pushing a foe. This leaves Novice Power with no power to switch, so Zanil retrains it into Evasion.

Level 18: Ability score increases go to Charisma and Dexterity again, making them 23 and 18 respectively. Zanil takes Mettle as his feat.

Level 19: Zanil takes *satire of prowess* from *Player's Handbook 2*, replacing *arrow of ill omen*.

Level 20: Zanil gains a paragon path power (*anthem of antagonism*) and another feat, this time taking Clutch of Darkness from the *Forgotten Realms Player's Guide* as his feat.

Level 21: Zanil's ability scores all increase by 1:

Score	Ability	Score	Ability	Score	Ability
15	STR Strength	19	DEX Dexterity	16	WIS Wisdom
12	CON Constitution	14	INT Intelligence	24	CHA Charisma

It's time to choose an epic destiny, and you can find several good choices out there, but Deadly Trickster stands out as the most fun for Zanil. It suits his theme of rerolls and controlling others' destinies.

Zanil replaces the Paragon Defenses feat with Robust Defenses (*Player's Handbook 2*), and then he takes Bow Mastery (*Player's Handbook 2*) as his other feat, allowing him to score a critical hit on a 19 or 20.

Level 22: Zanil takes Epic Reflexes (*Player's Handbook 2*), which combines nicely with Evasion.

Zanil also gains a utility power at this level, but since none of the bard options do much for his theme, he takes Acolyte Power as his feat and switches the bard power out for the ranger power *forest ghost*.

Level 23: At this level, Zanil gains the bard attack from *Arcane Power* called *sound strike*. It replaces *rewrite the future* because it deals more damage and has a better effect.

Level 24: Zanil gains an epic destiny feature and adds +1 to Charisma and Dexterity (bringing them to 25 and 20, respectively). Epic Fortitude is the feat of choice for the level.

Level 25: This is a tough level. *Attacks on the run* is the lowest-level daily power from a class still on Zanil's list, and it's still a strong performer. The closest competitor is probably *unstoppable arrows*, a ranger power. It makes sense to switch out for that, but the feat to do so is one level away unless Zanil retrains. Zanil reluctantly takes *adversarial song* from *Player's Handbook 2* so that he can switch it out next level.

Level 26: Taking Adept Power allows Zanil to switch *adversarial song* for *unstoppable arrows*. Zanil also gains a utility power (*epic trick*) from his epic destiny.

Level 27: Zanil exchanges *enduring struggle* for *second chances* from *Arcane Power*. It's a decent power, but the ranger power called *hail of arrows* seems like a stronger choice. Next level, Zanil will make the switch.

Level 28: Zanil gains *hail of arrows* and loses *second chances* thanks to the Novice Power feat. He uses his last ability score increases to raise Charisma and Strength, making his final ability scores as follows:

Score	Ability	Score	Ability	Score	Ability
16	STR Strength	20	DEX Dexterity	16	WIS Wisdom
12	CON Constitution	14	INT Intelligence	26	CHA Charisma

Level 29: *Arrow of destiny* from *Arcane Power* makes a great choice at this level, so Zanil exchanges *satire of evasion* for it.

Level 30: Zanil gains his epic destiny feature and has one last feat to choose. Zanil's choice is Quickened Spellcasting from *Arcane Power*. With it he can use *jinx shot* as a minor action once per encounter.

Status Report

The euphonic bow paragon path allows Zanil to deliver virtually all his attacks with his longbow, and this gives him the opportunity to do so from a far greater range than is typical for a bard. Zanil takes control of combat by offering replacement rolls and commanding rerolls while frequently achieving a level of damage normally associated with strikers. Zanil isn't the best healer in the world, so hopefully he can count a cleric among his friends. But if the ranger or wizard calls in sick, Zanil easily picks up the slack.

At-Will Powers: *Jinx shot* (bard 1), *vicious mockery* (bard 1).

Encounter Powers: *Arrow of cacophony* (euphonic bow 11), *inescapable fate* (bard 17), *sound strike* (bard 23), *hail of arrows* (ranger 27).

Daily Powers: *Satire of prowess* (bard 19), *anthem of antagonism* (euphonic bow 20), *unstoppable arrows* (ranger 25), *arrow of destiny* (bard 29).

Utility Powers: *Concerted effort* (bard 1), *glimpse of the future* (bard 6), *mantle of unity* (bard 10), *song of sonic striking* (euphonic bow 16), *haste* (bard 16), *forest ghost* (ranger 22), *epic trick* (deadly trickster 26).

Feats: Acolyte Power, Adept Power, Armor Specialization (Chainmail), Bow Mastery, Clutch of Darkness, Combat Virtuoso, Darkhunter, Disheartening Presence, Epic Fortitude, Epic Reflexes, Evasion, Mettle, Novice Power, Quickened Spellcasting, Robust Defenses, Warrior of the Wild, Weapon Expertise, Weapon Focus.

Rituals: Glib Limerick, Unseen Servant.

Desired Magic Items: A number of magic items can help Zanil with his attacks. *Bracers of the perfect shot* (*Player's Handbook*) grant an item bonus to damage with ranged basic attacks, increasing the utility of the ranged basic attack even more. The damage bonus from the bracers also combines with *caustic gauntlets* (*Adventurer's Vault*), which provide extra damage on all ranged attacks until the end of one encounter. Zanil is great with a bow, but he lacks the ability to easily extract himself from melee, so he wants items that help him shift or teleport. *Goblin stompers*, *feystep lacings*, *sandals of Avandra* (all from *Adventurer's Vault*) make good foot-slot choices, while a *cape of the mountebank* and *blink ring* (both from *Adventurer's Vault*) present helpful options in other slots.

About the Author

Matthew Sernett works as a D&D designer, but he frequently jumps the fence to do writing work for Magic: The Gathering®, returning whenever the grass looks greener. He habitually elucubrates when no one is looking.

White Lotus Academy

by Peter Schaefer

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Not every master of the arcane is self-taught. Most arcane practitioners learn from a single tutor, such as in an apprenticeship or through bargains with mighty powers, and some martial traditions pass on the lore of the swordmages. More than a few worthy candidates have been turned away from such arrangements for reasons of temperament or ambition—or getting on the teacher's wrong side. For people who can't partake in personal tutelage, there is the White Lotus Academy.

Arcane schools are rarely founded and rarely survive long. Masters of the arcane arts are protective of their power. When one does found a school, its very nature attracts danger. Rivals seek revenge upon the instructors or headmasters for real or imagined slights. Governments feel threatened by the assemblage of power and act on those fears. Even the curriculum can sometimes destroy the school, such as when the Halls Recondite folded itself into the Far Realm through an accident of research and left behind only a spatial distortion that remains today.

In the world of the arcane, schools gain reputation by surviving their first year. The White Lotus Academy has been teaching students for over 143 years.

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History

Records about the founding years of the White Lotus Academy are incomplete. In fact, 143 years ago, Headmistress Daniorra noted in her journal the day of her acceptance of the position. Apparently an orderly soul, her journal tracks the admission and graduation of each student alongside the coming and going of various instructors over the years. Daniorra also created the position of the academy bursar, investing the minor devil Incarus as the first with that duty to record tuitions, donations, expenditures, and other finances.

Since that time, few of the headmasters and headmistresses have kept personal records as detailed as Headmistress Daniorra's, whose original journal was recently stolen by a group of fey, though a copy remains in the academy's library. Much of the academy's history can be inferred from the bursar's complete records. Tuition records account for each student, stipends account for each head of school and instructor, and expenditures authorized by the various instructors and the heads of the school allow insight into their personalities.

Roll of Academy Heads

A headmaster serves no set term before he or she passes the position to the next. A headmaster moves on when tired of or unable to perform the duties required of the office. After Headmistress Tarut's 2-year stint, her successor put a rule on the books that any head of school leaving the office by choice before serving a term of at least 5 years had to pay a fine.

Headmaster/Headmistress	Time in Position	Reason for Leaving
Headmistress Daniorra	12 years	left on a quest
Headmaster Sladson	7 years	returned to instructor status
Headmistress Selena	23 years	natural death
Headmistress Tarut	2 years	retired to private study
Headmistress Umberlin	12 years	died defending the school from a scourge of vampires
Headmaster Stelson	19 years	kidnapped by demons and not rescued
Headmaster Daudier	29 years	retired to private study
Headmaster Demmon	19 years	seeking the Scepter of Ardon
Headmistress Calcagia	12 years	returned to instructor status
Headmaster Marovic	8 years and counting	

A Few Bursar Entries

A look through the records kept by old bursars, mostly now accessible to students in the academy library, reveals a number of expenses more esoteric than the standard cost of provisioning the school.

120 years ago: 1,340 gp on repairs to the headmaster's residence and 3,240 gp spent constructing the Hadorim Memorial Wall
103 years ago: 14,180 gp on lining the existing paths with wards, making it difficult for incorporeal spirits to pass
83 years ago: 234,300 gp on repairs to or replacement of valuable tomes in the library
79 years ago: 230 gp on the removal of 1,000 pounds of mosquitoes from Founder's Hall
63 years ago: 5,000 gp for a ritual to return Instructor Torrain to life
53 years ago: 13,260 gp on repairs to the school's teleportation circle and wards against galeb duhr
37 years ago: gain of 132,800 gp from sale of golden grass; 800 gp spent on reseeding the grounds
12 years ago: 20,870 gp on enchantment of a devil's trident

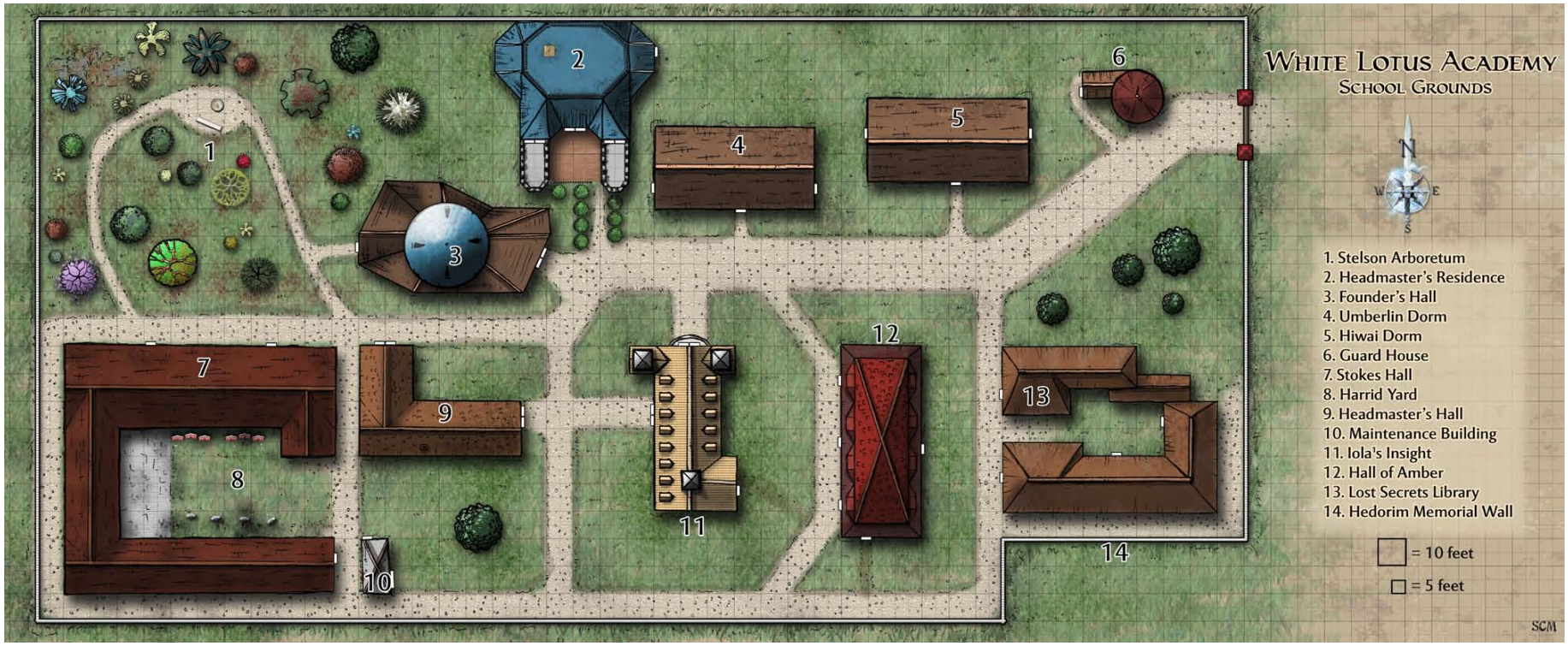
Beyond its institutional history, the White Lotus Academy appears in few annals. It has remained strictly apolitical. Students attend the academy from many nations, representing conflicting interests. They might return to those affiliations after graduation, but the school lends aid to and allies with no outside concerns.

The restriction on interfering with external politics extends only to the White Lotus's headmaster and instructors, as well as to sanctioned student activities. More than one student over the years has departed from the school out of a need to use his or her skills in defense of a homeland or an ideal. The school officially considers such departures to be leaves of absence, and it treats these activities as studies abroad and field training rolled into one. Though the school in no way encourages students to involve themselves in politics, the instructors consider such actions valuable training for students who are so inclined. Unless the student's actions harm the school, as when Kendrick Maero ended a siege on his home city-state by claiming to represent all White Lotus Academy, he or she is readmitted without hesitation.

As a group, the school's members involve themselves in large-scale conflicts only when the school is directly threatened. Instructors and students went to war to defeat an undead army marching across the land, and a group of students once gained permission to infiltrate and overthrow a rising cult of Vecna as their graduation project.

The academy has refused to involve itself with a great many events in history. When the nomadic hordes rampaged across the nation in which the school resides, the headmaster closed the school's gates, activated its wards, and blanketed it in illusion. The cruel vampire lord Ilcasar resided nearby for two decades without academy interference. Count Maron maneuvered the national politics in pursuit of his vendetta against the school.

That last point is telling of the academy's strict policy: Until Count Maron took direct action against the school, the school's members did not act against the potential problem. They did not ignore the problem. Headmistress Umberlin arranged paths through the Shadowfell and the Feywild to acquire all the resources the school needed to function in case Count Maron had cut worldly routes.



The Campus

The White Lotus Academy doesn't have an expansive campus, but it suffices for the quantity of students and the instructors. Among the various buildings full of classrooms, the many basements, and the grounds outside the walls, space is plentiful.

The broad path from the Sunrise Gate curves from the guard post toward the center of the grounds, passing the two student dorms on the right and the Lost Secrets Library, the Hall of Amber, and Iola's Insight on the left before reaching Founder's Hall, which is the social and nearly physical center of the academy.

Founder's Hall

Founder's Hall was the first building of the White Lotus Academy. Originally, it served two instructors and 26 students as dormitory, classroom, meeting hall, and dining hall. Today, it has the largest open chamber on campus and is used for social gatherings and public addresses. Students and instructors post notices here. It also contains the school's permanent teleportation circle and a reception chamber. Ever since a cohort of yuan-ti attacked the school from this area, use of the circle has triggered a mental alert to instructors. Today, this includes Dean Mahli and Instructor Ibok.

Hall of Amber

Possibly the most recognizable building on campus, the Hall of Amber is a breathtaking edifice mostly of amber stained glass. It contains two performance halls, several practice rooms, and some storage. Here, Instructor Ibok teaches the school's bards.

Headmaster's Hall

When the school grew to a point where Founder's Hall and the Headmaster's Residence needed more space for administrative functions, the academy had this hall built. All the instructors have offices here, though only the dean of students and the bursar do much work in them. Headmaster Marovic prefers his office at his residence, and most other instructors claim a laboratory or classroom and make it their de facto domain. Students who distinguish themselves as responsible and capable are given additional duties and one of the unused offices for that work.

Headmaster's Residence

The headmaster or headmistress traditionally inhabits a mansion set against the academy's northern wall. It has a small personal library, ancient furniture, master and guest bedrooms, master and guest offices, a small courtyard, and two overlooking terraces. Only the furniture in the master bedroom and office changes when a new person assumes the office. Headmaster Demmon moved out of the residence after 3 years as headmaster, describing an evil presence that disturbed him. No one else has sensed such a presence, so no effort has been made to remove it.

Hiwai Dormitory

The first of the two student dormitories to be built, Hiwai displays an older architectural style by 20 years but is structurally the same. The ghost of a student from almost 80 years ago keeps a room here and is willing to help residents of the dorm with their studies. She occasionally grumbles about revenge.

Iola's Insight

This is the academy's temple to the world's many gods. A wealthy elf student named Iola donated the funds for the construction, believing that the absence of any worship on campus could anger the gods. The most-honored deities in the temple are Corellon and Ioun, but all the non-evil gods and goddesses receive attention. Instructor Ibok tends the temple as part of his duties.

Lost Secrets Library

The White Lotus Academy's library is deceptively large. It began about half the size of Founder's Hall with a single door, but it has since become a building large enough to hold thousands of books and hide at least three subbasements, where students must go to find tomes to study. The lower chambers are accessible from a central stairwell, which appears to have no end to the stairs or the heavy iron doors that lead into the stacks. Students cannot open most of the doors. In recent memory, only one student has bypassed this magical protection and returned—the dangers in the depths of the Lost Secrets Library are real.

Stelson Arboretum

A private donor funded Stelson Arboretum 77 years ago. The arboretum is filled with trees and other flora from exotic locales and sustained through a combination of hard work and magic. Not only quietly beautiful, the arboretum is also a giant classroom for various lessons. It even contains plant creatures, which only occasionally slip their arcane bonds and endanger the students.

Stokes Hall

Here is where the magic happens. Most of the classrooms and laboratories are in or under Stokes Hall. Instructors give their lessons here at all hours of the day and night, and they run hands-on laboratory classes in the well-equipped and -supplied labs. Several of the labs are devoted to an instructor's personal experiments and are therefore off limits to

students, but the instructors pay close attention to who breaks those restrictions. A student with that initiative frequently ends up as an instructor's valued personal assistant.

Within the horseshoe of Stokes Hall is Harrid Yard, colloquially called the Yard, and it serves as the main practice area for students. Though students are allowed to practice their magic anywhere, they are held responsible for the results, and the Yard is better protected than most of the campus. The Yard contains several animated suits of armor and targets for practice plus a dueling area paved in flagstones. No windows pierce the solid walls into Stokes. One time, the animated practice dummies rampaged, but a group of advanced students lured them to the courtyard of the Headmaster's Residence and then demolished them for good marks.

Umberlin Dormitory

Umberlin Dormitory was under construction when Headmistress Umberlin died in defense of the school, and it was named in her memory. The dormitory contains a kitchen and a larder, and students are expected to feed themselves.

Academy Environs

Several landmarks stand near the White Lotus Academy: the town of Whitton, the rock formation called the Count's Fingers, the mysterious Veltish Crypt, and Lockhart Keep.

The nearest of these is the town of Whitton, which supports the academy by providing food, menial labor, accommodation for visitors, and a social structure with which students can interact. History is unclear on whether Whitton sprang up around the business the academy provides or the academy chose the location for the convenience of the town.

Regardless of which came first, Whitton is a town shaped by its largest customer. It caters to the students of the arcane in the services and goods it offers. One can find reagents for all sorts of rituals at numerous shops, inns give special rates for wizards willing to cast an entertaining illusion or bards who perform their music, and the town guard gives a lot of slack to students. Persistent but unproven rumors suggest a group of advanced students summons and binds creatures from other worlds to rent these creatures' services to unsavory characters.

Veltish Crypt is a labyrinthine catacomb. Its antechamber and few nearest halls are relatively safe, and they are marked with over a century of rebellious students' clandestine meetings. More than a few White Lotus secret societies have met in the crypt's chambers over the years. The Blood Stars, a group of star pact warlocks who have all graduated and gone separate ways, left a face to help them communicate danger to their fellows; it is even now weeping blood in dire warning.

Deeper in the crypt is a mix of trap-laden halls and monster-infested chambers. Undead are common dangers there, but creatures of all sorts threaten those students who brave the depths. White Lotus students think that the crypt is maintained and restocked by academy instructors, but this might not be the case.

Beyond the nearby hills, a small keep is just out of sight from the western edge of the Hadorim Memorial Wall. Abandoned in an earlier era and restored by academy staff some time ago, it serves for those guests of the school who insist on bringing retinues too large to be accommodated on the academy campus. Lockhart Keep is enchanted to provide food and unseen servants to guests of the White Lotus, and to ward off the return of its first owner.

White Lotus Students

The White Lotus Academy always has 46, 58, 73, 90, or 112 students, numbers that grant the school a numerological advantage in calling on good fortune and negating a curse laid on the school before the time of Headmistress Daniorra. Luck, fate, and the headmaster's diligence maintain these numbers.

A new student is usually between 8 and 12 years old (or the equivalent for other races), with a smattering of students joining the school as old as 16. For a student to be admitted at an older age, there must be special consideration. One student who began at 20 was the child of a devil and a deva. Also, a human farmer became a new student at the age of 68 when dispersed energy from the death of an exarch imbued him with uncontrolled arcane power.

Students at the White Lotus Academy come from all strata of society and all parts of the world, but the school's attendees skew toward the wealthy. It is a matter of logistics, not prejudice. The school's location makes the effective cost of attending ever larger for those traveling from far places. Wealthy folk can pay the academy's substantial tuition more easily than poorer would-be students.

The school offers scholarships to promising youths who cannot pay the full tuition, and this fee is set high enough to give the unmotivated rich pause. The number and size of these scholarships depends upon how many additional students the academy needs to meet its numerological quota. The prospective student's entrance interview with the dean of students determines whether an applicant is offered a scholarship or whether the student is permitted to repay the school after graduation—called a loan of knowledge on the bursar's books—and how large a grant the student receives. Students granted a loan can expect to repay the debt monetarily if they are financially successful, and in service if they are not or

if their skills are useful. Headmaster Marovic decides the final tally on when such a debt is paid, telling the bursar only when to mark a debt paid (sometimes a full century after it was incurred). He records the details in a private book handed down from headmasters and headmistresses past.

Student Life

The typical student comes to the White Lotus Academy early in life and stays for an average of 10 years, graduating between the ages of 18 and 22 years. In the arcane disciplines, few students qualify as average. Prodigies complete the curriculum and their final projects in as little as 6 years, and students who take things a little slower might stay 14 years from start to finish. Students are permitted to remain only as long as the dean of students foresees that the student will graduate, and they must be able to pay the tuition.

Kendall Farson, a current student, has been attending for 20 years and is only 2 years shy of the record. In contrast, a prophecy tells of a student who will need only 4 years at the academy—which would be the least time to graduation—and who will save the White Lotus from dissolution in a time of great crisis. Headmasters over the years have leaked this prophecy to the students as a motivation tool, and Marovic is one of them.

Every two new students are assigned to an older student who helps familiarize the student with the campus, the routine, and the classes. This student helps with the younger students' study, so he or she frequently pursues the same or a similar curriculum. Third-years are considered the ideal choice for the duty, since that is the same time that the students are allowed a broader degree of freedom in choosing the course of their study. The responsibility helps ground them and forces them to revisit the fundamentals, a valuable chore third-years usually neglect. New students who promise to be a greater challenge are assigned to even older students, and one prompted Headmistress Calcagia to call in a favor from a graduate from a decade before.

One of the instructors chooses a new student's classes and continues to dictate the student's lessons until the student completes the first 2 years' curriculum. In the third year, the student can choose the course of his or her studies, allowing for a core of advanced fundamentals. The fifth- and sixth-year student chooses all his or her own classes and works more closely with instructors, assisting in tutoring younger students. The student's eighth year is self-directed and might be theoretical research, practical experimentation, or practical application. Students create wonders and travel on dangerous quests to earn their diplomas of graduation from the White Lotus Academy.

Numerous groups, clubs, and associations are active on campus, and a student can belong to several. Most are devoted to specific tangential academic interests, such as the construction of minor automatons or the interpretation of various prophecies that can be read in the library. Others are dedicated to less academic pursuits. The Wilted Lotus is a faux-anarchic group of students competing to play the best prank on the faculty or general student body. Members of the Apple Core Affair try to leave as many broken hearts (and mussed beds) in their wake as possible, laughing over their conquests.

Some of these groups qualify as secret societies, but such secrecy is not always for sinister purposes. The Phantasmal Players conceals its membership because someone felt embarrassed at spending that much time creating entertaining uses for cantrips. Others have good reason to hide their affiliations. Shadow Claw performed assassinations for 19 years before its members were ousted. The Wizards Serene found a path through the library's depths to where a mind flayer sits, bound, and members take lessons from it in secret.

A Day in the Life

A typical student rises within an hour or two of dawn, or earlier when the days are shortest. He or she might stop at the temple for a quick prayer to a god associated with the morning, before or after breakfast. Breakfast is a chaotic affair in the student kitchens, and then the student heads to classes, with half-hour to hour breaks between them, until roughly noon. Lunch is less crowded than breakfast because the students return from classes at different times.

A student returns to classes until middle to late afternoon, and then enjoys free time. Much of this time is required for study, but the student can spend time with friends, perhaps in Whitton. The student also has time for personal communion in Iola's Insight in this period.

Dinner comes at the student's leisure, and those with funds purchase something in town. Any meal could be purchased in town, but doing so does not reduce the student's tuition and doesn't mesh with the packed schedule of the earlier day.

A student goes to bed anywhere from before sundown to long after midnight.

Faculty

Fourteen instructors teach at the White Lotus Academy. All but two of them live on campus in the spacious quarters the academy grants them. Their quarters are scattered across campus, each near the part of the school where he or she spends the most time. Only the Headmaster's Residence is visible to students. All the other faculty's quarters are accessible only to them and their invited guests, and the areas are behind doors that normally lead to closets or unused labs. Each instructor can also leave his or her quarters directly to a sitting room in the Headmaster's Residence where the faculty has occasional meetings. One artificer pranked the faculty by randomizing the doors from which an instructor would emerge. Despite his complaints, he was not allowed to use that display of skill as his graduation project.

Headmaster Marovic

A short, aging human with wispy hair, Rolland Marovic is deceptive to his core, as befits a master of illusion magic. He learned his craft from a master in the Shadowfell of whom Marovic says little. Since coming to the school, he has incorporated White Lotus techniques into his art. He taught at the academy for 13 years before he accepted the position of headmaster. His habit is to walk incognito among the students and instructors both to judge the state of his school, and to dispense cryptic advice as himself or as the janitor who wanders the grounds. Instructor Westbrooke thinks Marovic has been somewhat unstable since he shrouded the entire school in a persistent illusion "to avoid notice of angels on a holy rampage."

Muriel Mahli, Dean of Students

Dean Muriel Mahli is the eladrin dean of students and has been for 31 years. She is tall with the stately beauty common to her people and one notable disfigurement: a patch of hair is missing on her temple, where she bears a great scar. At least one new student is tricked into asking about it each year and suffers the consequences of the one question that looses Dean Mahli's fierce temper.

Mahli's duties, beyond instruction of swordmages-in-training, are to guide and protect the general student body—generally from themselves. She wields the longsword well, and also has melee skills using her bare hands, both of which allow her to keep students in line without trouble. She is legendary among students for quelling an unruly and incorrigible student body by inviting them to attempt to best her in combat, all at once. With every student on the ground in a state of incapacitation and pain, she proceeded to patch them all up. After setting that precedent to keep the students in line, she was more forgiving. To improve the student body's mental health, she encourages acts that other disciplinarians might punish.

Dean Mahli can reach her quarters through any door that leads to a custodial closet in either of the student dormitories.

Instructor Hribar, Bursar

The devil Incarus retired from the position of bursar 18 years ago, volunteering Hribar as his successor. Hribar, a devil of knowledge, accepted the position, and only the headmaster knows what Hribar receives in return. He is an imp who looks, for the most part, like a short, devilish human or tiefling with a pair of wings. He is suitably civil in his role as bursar but delights in teasing or unnerving the students.

In addition to his duties as bursar, Hribar uses a working knowledge of infernal magic to instruct warlocks at the White Lotus Academy. He has additional insights on artifice, and he suffers in silence when other instructors ask him to demonstrate the way a magical principle reacts to his nature.

Hribar's quarters are behind a door that normally leads to a supply closet immediately behind the bursar's desk. From his quarters, Hribar can, at great cost, escape to the Nine Hells rather than return to the academy grounds.

Instructor Ibok, Master of Duels

Students recognize Rufus Ibok by sight, since few dwarves are on campus. Instructor Ibok was an avid adventurer in his youth, and he traveled with six different adventuring companies before settling to write books and ballads of his experiences. As an instructor at the White Lotus Academy, Ibok teaches aspiring bards the art of music and uses his free time for his personal projects. Hearing a plaintive, original melody from his worn lute wafting from nowhere is not uncommon, occasionally accompanied by his sweet baritone.

In addition to teaching the academy's bards, Instructor Ibok also teaches classes in protocol and etiquette across the world, which is knowledge he acquired on his travels. This expertise also makes him the ideal master of duels, since he knows all the forms, including regional variations, and is a masterful arbiter of fair play. When two students ready for a practice duel, Ibok ensures they remain safe; his attention was especially valuable when a student revealed himself to be a doppelganger assassin while in the middle of a duel.

Ibok's quarters are in the Hall of Amber, through a door that normally leads into a practice room that contains a harpsichord that can control the local winds. Ibok lets most students stride directly into his chambers rather than give them access to the harpsichord.

Instructor Apresa

Liese Apresa is a powerful and unpredictable sorceress. She lives her life in the same manner she wields her magic: chaotically. Her habit is to show up places she is unexpected, such as other instructors' classes, students' conversations, parties, and duels, to dispense wisdom and a quick lesson before leaving just as suddenly. Her words often have no relevance whatsoever, but occasionally they are prophetic or just what is necessary to help someone. One student endured hearing her warning, "Ignore the winter" each time she saw him for his entire enrollment. He recently sent word that he learned her meaning in a recent encounter with a ghaele of winter from the Feywild, along with his thanks.

Apresa lives with her husband, Instructor Westbrooke, in a house near the campus on the edge of Whitton.

Instructor Westbrooke

Malcolm Westbrooke is a half-elf wizard in the middle of his life. He teaches wizardry and artifice at the academy and accepts no hesitation or errors from his students. Mistakes are rewarded with long essays or research work in his lab. Perfection earns a trip abroad to study whatever subject the deserving student chooses—a reward Westbrooke takes seriously. He once escorted an artificer on a trip to infiltrate a githyanki compound to investigate one of their silver swords firsthand. These trips are why Westbrooke's classes are full despite his uncompromising teaching style.

Westbrooke lives with his wife, Instructor Apresa, but usually comes to the campus through an enchanted door that leads to an office in Founder's Hall.

White Lotus Lessons

Graduates of the White Lotus Academy take a great deal from their time at the school. They acquire specific habits and learn techniques not widely accessible. Some of these techniques are considered the heritage of the academy.

Backgrounds

Most of these backgrounds apply to arcane characters who attended the school, but some also fit characters who touched this world of the mystical but recoiled from or abandoned it. Many characters with these backgrounds also have an opportunity to pick up a language with ties to arcane study.

Dark Apprenticeship: You were the youngest apprentice of an evil master, and the heroes who overthrew him saw the possibility for your redemption in the right circumstances—such as the academy. How much do you remember of your earliest lessons? Does your past haunt you, or do you secretly embrace it? Did you find like-minded individuals at the school, or are you alone in the universe? Do words in a forbidden tongue occasionally bubble to your lips?

Associated Skills: Bluff, History

Foundling: You were abandoned in your infancy, and the compassionate one who discovered you was an instructor at the academy. Did the entire school parent you, or were you ignored after your basic needs were met? Did your roots spread in the fertile soil of knowledge or are you glad to be away from the school's oppressive, stagnant atmosphere?

Associated Skills: Streetwise

Indulged Scion: You might not be a natural at the arcane arts, but you have enough money to make up the difference. While at the academy, did you live beneath your means to fit in or did you flaunt your wealth with fine food and a large suite in the town's best inn? Were your friends bought, natural, or vanishingly few? And did you pay someone to do your homework?

Associated Skills: Bluff, Intimidate

Instructor's Child: One of your parents is or was an instructor at the academy, and you spent your youth there. Were you introduced around the school and involved, or were you kept out of your parent's business? Do you still call one of the instructors "uncle" or a long-used nickname? If you attended, did

you receive a lot of special attention or were you conspicuously given the same consideration as everyone else? Did other students set you apart or could you fit in?

Associated Skills: Insight

Oathbound Fellow: You belonged to one of the school's serious secret societies. Do you maintain secret contact with your fellows in sworn secrecy? Does the group have goals reaching beyond the graduation project, and are you working toward them or dismayed to know of them? Are you still in contact with anyone from which you're keeping the secrets?

Associated Skills: Bluff, Insight

Refused Admittance: Despite your natural talent and early skill, the dean of students turned you away, yet you still learned from the academy. Did you purchase lessons from willing students or steal texts while at the academy? Did you challenge students to competitions and duels to study their techniques? Did one instructor disagree with the dean and teach you in secret? Has your anger at the school faded or grown sharper, and is it a broad brush applied to all the school and its students?

Associated Skills: Perception

Saved from the Noose: Only the timely intervention of the headmaster, who saw your astounding natural talent, saved you from execution. Was the sentence deserved? Do you begrudge the headmaster his effort? Do you meet the potential he saw, or have you run from your abilities?

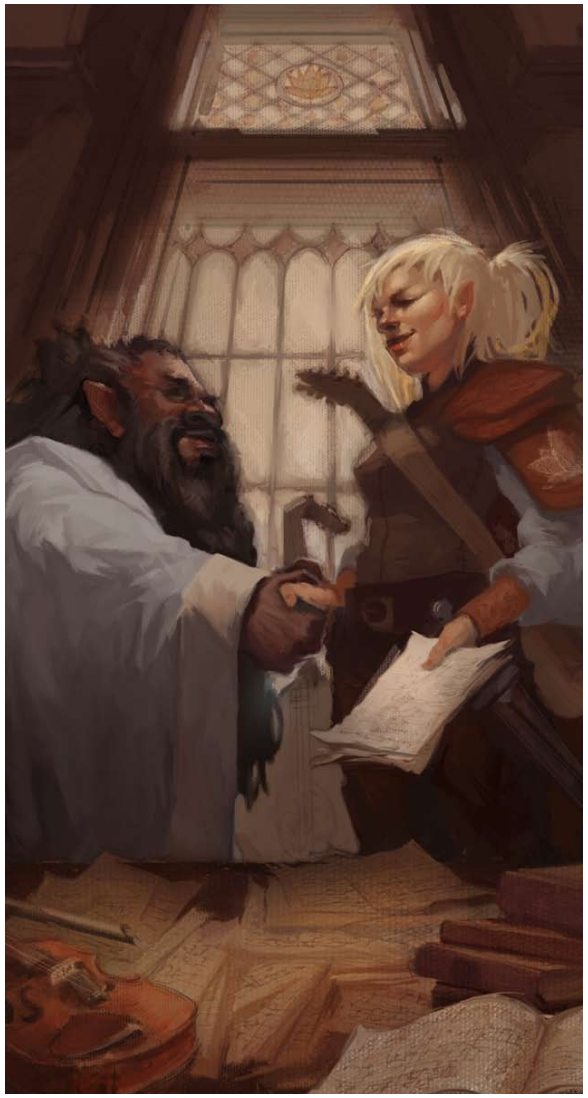
Associated Skills: Bluff, Thievery

Scholarship Student: You never thought you'd have a chance at schooling because of the cost, but the scholarship makes it affordable. Barely. Did you envy affluent students their wealth? Did they mock and shun you, or was the class division a false one in your case? What other jobs did you work to help meet your tuition requirements?

Associated Skills: Endurance

Scholastic Stowaway: You never enrolled at the academy at all, instead hiding in the tunnels and unused classrooms to spy on lessons. Were you ever discovered? How many times did it come close? Did you make any secret friends? How do you feel having missed out on most of the social aspects of school? And why didn't you ever apply for a scholarship?

Associated Skills: Dungeoneering, Stealth



Feats

White Lotus training involves specific forms of combat that help students endure training and survive the tests of life after school.

Heroic Feats

Any feat in this section is available to a character of any level who meets the prerequisites.

White Lotus Defense

Prerequisite: Any arcane class

Benefit: When you hit an enemy with an arcane at-will attack power, you gain a +1 bonus to your defenses against that enemy until the start of your next turn.

White Lotus Enervation

Prerequisite: Any arcane class

Benefit: When you hit an enemy with an arcane at-will attack power, that enemy takes a –1 penalty to the defense the attack power targeted until the end of your next turn.

White Lotus Evasion

Prerequisite: Any arcane class

Benefit: During a turn in which you hit an enemy with an arcane at-will attack power, you can shift 1 square as a minor action.

White Lotus Hindrance

Prerequisite: Any arcane class

Benefit: When you hit an enemy with an arcane at-will attack power, that enemy treats all squares

adjacent to you as difficult terrain until the end of your next turn.

White Lotus Riposte

Prerequisite: Any arcane class

Benefit: When an enemy you hit with an arcane at-will attack power attacks you before the start of your next turn, that enemy takes damage (of the same type the attack power deals) equal to the ability modifier to the attack power's damage.

Paragon Feats

Any feat in this section is available to a character of 11th level or higher who meets the feat's other prerequisites.

White Lotus Master Evasion

Prerequisites: 11th level, any arcane class, White Lotus Evasion feat

Benefit: When you hit an enemy with an arcane at-will attack, you can immediately shift 1 square as a free action. You also gain a +1 power bonus to speed until the end of your turn.

White Lotus Master Hindrance

Prerequisites: 11th level, any arcane class, White Lotus Impedance feat

Benefit: When you hit an enemy with an arcane at-will attack, that enemy treats all squares adjacent to your allies as difficult terrain until the end of your next turn.

White Lotus Master Riposte

Prerequisites: 11th level, any arcane class, White Lotus Riposte feat

Benefit: When an enemy you hit with an arcane at-will attack power attacks you before the start of your next turn, you can repeat the at-will attack power's attack against that enemy as an immediate reaction.

White Lotus Spells

The White Lotus Academy teaches signature spells to its students.

Punishing Eye — Artificer Attack 1

An arcane construct of an eye appears in the air, revealing your enemies and striking them when they show weaknesses.

Daily ✦ Arcane, Conjuration, Implement, Psychic
Standard Action — Ranged 5

Effect: You conjure an eye in a square within range. It lasts until the end of the encounter. Enemies within 3 squares of the eye do not benefit from concealment, and when an ally attacks an enemy within 3 squares of the eye and hits, that enemy takes psychic damage equal to your Intelligence modifier. You can move the eye 3 squares as a move action.

Burdening Dirge — Bard Attack 1

Your dire lament is a heavy weight on your foe's mind, binding that enemy when your allies cause it pain.

Daily ✦ **Arcane, Implement, Psychic**
Standard Action — **Ranged 10**
Target: One creature
Attack: Charisma vs. Will

Hit: 2d8 + Charisma modifier psychic damage.

Effect: Until the end of the encounter, when an ally attacks the target and hits, the target is slowed until the end of its next turn.

Grounding Rebuke — Sorcerer Attack 1

You take the energy of your enemy's attack and channel it back toward your foe, knocking it aside and binding it to the earth.

Daily ✦ Arcane, **Implement**
Immediate Reaction **Close burst 10**
Trigger: An enemy in the area hits you with an attack

Effect: Reduce the damage you take by an amount equal to your Charisma modifier.
Target: The triggering creature
Attack: Charisma vs. Reflex

Hit: 1d10 + Charisma modifier damage, and the target is slowed (save ends) and slides 2 squares.

Miss: Half damage, and the target slides 1 square.

Warding Flourish — Swordmage Attack 1

Fancy bladework creates a magical buffer between your foes and your friends.

Daily ✦ **Arcane, Force, Weapon**
Standard Action — **Melee weapon**
Target: One or two creatures
Attack: Intelligence vs. AC

Hit: 1[W] + Intelligence modifier force damage, and the target slides 2 squares.

Effect: Until the end of your next turn, the target cannot enter a square adjacent to any of your allies. Until then, if an ally moves adjacent to the target and hits it with an attack, the ally can push the target 1 square.

Star Shackles Warlock Attack 1

Invisible force lifts your foes from the ground and squeezes the life from them.

Daily ✦ Arcane, Implement
Standard Action **Close burst 2**
Target: Each enemy in burst
Attack: Charisma vs. Fortitude
Hit: 1d6 + Charisma modifier damage, and the target is grabbed. If the target attempts to escape, use your Fortitude or Reflex.
Sustain Standard: Those this power still has grabbed take 1d6 + Charisma modifier damage when you sustain this power. After you sustain this power, you can use a minor action to use this power's attack on one target the power doesn't have grabbed within 2 squares of a target the power does have grabbed.

Wizard's Fury Wizard Attack 1

You begin to fling force bolts with a flick of your wrist.

Daily ✦ Arcane, Force, Implement
Minor Action
Prerequisite: You must know the ***magic missile*** at-will wizard power.
Effect: Until the end of the encounter, as a minor action once per turn, you can cast ***magic missile***.

Academy Master

"*How am I this good? Easy. I went to* school."

Prerequisite: Any arcane class

You have a diploma from one of the premier arcane academies, but that bit of paper was only a formality. What you took away from your years of education was an unshakable grounding in the arcane fundamentals and a justifiable confidence in your command over these forces. Since then, you've mastered the basics of magic and have begun to weave arcane energy like a true artist. You recognize other practitioners who have your level of education by their calm control over magic, as well as the depths of their knowledge and creativity.

Academy Master Path Features

Educated Action (11th level): When you spend an action point to take an extra action, you can also reroll the next attack roll you make that misses before the end of your next turn.

Arcane Underpinning (11th level): You gain a +2 bonus to Arcana checks. When you hit a target with an arcane at-will attack power, you gain a +1 bonus to attack rolls with an arcane attack power you use against that target before the end of your next turn.

Fundamental Mastery (16th level): When you hit an enemy with an arcane at-will attack power, you deal 3 extra damage of the same type as the at-will power deals. This extra damage increases to 5 at 25th level.

Academy Master Spells

Learned Boost Academy Master Attack 11

You masterfully channel arcane energy into one of your simplest powers, imbuing it with surprising power.

Encounter ✦ Arcane, Reliable; Implement or Weapon
Standard Action **Varies**
Effect: Use one of your arcane at-will attack powers on the target. If you hit, you deal +2[W] damage, or +2 dice of damage if it is a nonweapon attack.

Refined Recall Academy Master Utility 12

A moment of concentration allows you to reclaim the power invested in your faulty effort.

Encounter ✦ Arcane
Free Action **Personal**
Trigger: You miss every target when using an arcane encounter attack power.
Effect: The attack power is not expended.

Master's Surge Academy Master Attack 20

With great skill, you increase the power of an oft-used spell to devastating effect.

Daily ✦ Arcane, Reliable; Implement or Weapon
Standard Action **Varies**
Effect: Use one of your arcane encounter attack powers on the target. That power is not expended. If you hit, you deal +2[W] damage, or +2 dice of damage if it is a nonweapon attack. You can also increase the duration of any effect the power applies to an enemy to "(save ends)."

About the Author

By night, Peter Schaefer drives his armor-plated, solar-wind-powered tank through the ranks of the evil yak-men who fight to crush all that right-thinking humans hold dear. His only ally and secret sponsor in this vigilantism is Griselda, the Hierophant Mercurial, who supports Peter with high-tech toys and subtle magic from her position within the secret world government in Taipei.

Get Familiar

By Logan Bonner

illustrations by Marco Nelor

"Oh, don't be so timid. Amatrusian beetles might look vicious, but they never attack people," the young wizard said as he and his companions waded through a murky swamp in the Feywild. "Follow me!"

The skull tied to his belt hummed with arcane energy, and its deep voice intoned a string of incomprehensible syllables through its motionless jaw.

"Well, yes, Metrucius, there have been a few cases, but . . ." He paused for a bit, looking around in all directions. "You know, I was thinking perhaps we should take that alternate path between those trees over there."

The spirits called familiars serve their arcane masters as spies, messengers, guards, combat assistants, sages, and constant companions. These minuscule spirits take the form of animals, monsters, or objects, which frequently allows others to identify devoted practitioners of the arcane arts. They can provide knowledge and assistance about a variety of subjects, depending on the type of familiar.

More powerful spellcasters can call upon different forms of familiars (many of which are reminiscent of creatures from the paragon and epic tiers) by either gaining a familiar later in their adventuring careers or warping an existing familiar into a new form.

Familiars were introduced in the *Arcane Power*™ supplement. This article expands the selection of familiars and debuts the familiar master paragon path.

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Choosing a Familiar

You can choose a familiar for purely mechanical purposes (to gain the skill bonuses or resistances that you want, for example), or you can choose one that ties to your character's story.

Personality

Choose a familiar that reflects your personality, such as a talkative parrot if you're outgoing or a badger if you have a tendency to be surly.

Class

Some classes gravitate toward specific familiars.

Bard: Arcane wisp, falcon, owl, parrot, raven, serpent, or weasel.

Sorcerer: Bat, chaos shard, dragonling, dragonspawn-themed creatures, or damage type-based creatures such as fire lizards or mephits.

Swordmage: Canine construct, falcon, raven, toad, or damage type-based creatures (for assault swordmages).

Warlock: Raven, skull, or by pact.

Fey Pact: Arcane wisp or rootling.

Infernal Pact: Book imp or fire-based familiar.

Star Pact: Beholderkin, gibbering pet, or ooze.

Dark Pact: Bound demon, shadow incarnate, or spider.

Wizard: Arcane eye, bound demon, cat, disembodied hand, ooze, raven, or shadow incarnate.

Spell Style

Choose a type of spell you use frequently, and choose a familiar with a similar theme. If you use fire spells, take a fire lizard, fire mephit, or redspawn spitfire. If you're an illusionist, you might pick a book imp or rakshasa claw.

Example Personalities

When you're thinking of a personality for your familiar, you can draw some ideas from this list (choosing one or multiples). You also might base your familiar's personality on companion animals you've seen in fiction or pets you've had in real life. These are all simple, one-dimensional personalities, but feel free to come up with a deeper personality if you like.

Aloof: Your familiar is an enigma. Even you don't know what it's planning or thinking. An aloof familiar helps you on a whim, but it keeps quiet most of the time.

Cowardly: In the eyes of your familiar, danger is everywhere. It's tough to spur a cringing, afraid familiar into action, and you need to command it strongly to make it do what you want, especially during combat.

Curious: Infinite ways exist in which you can find trouble in the world, and your familiar is trying to explore every one. The upside is that such a familiar can find interesting things where no one else dares go.

Haughty: Your familiar thinks it's smarter than you, and it isn't afraid to let everybody know. A haughty familiar provides great ideas—as long as you give it credit for those great ideas.

Obsequious: Fawning and begging, an obsequious familiar does anything it can to stay in your good graces. An obsequious familiar follows any direction you give it, and it does so gladly.

Temperamental: The spirit of your familiar feels strong emotions, and it can't suppress them. The familiar has wild mood swings. Fortunately, if somebody in the party has an outburst, the familiar grows strangely calmer, which can allow the party to make further progress.

Changing Personality

You don't have to stick with your familiar's initial personality. Maybe it clashed too much with other party members or got the party into too much trouble with its antics. You can change your familiar's personality during an extended rest.

If you use the retraining rules to change your familiar, that's a good opportunity to change its personality, too. When you change its physical form, you can also deliver a little "attitude adjustment."

Familiar Backstory

Creating a history and background for your familiar can be a rainy-day activity, or it can come about through relevant bits you improvise while roleplaying. Take a look at some sample backgrounds to help you get started.

Born of Hubris: The familiar spirit was once an arcane caster, but it became trapped in spirit form after a failed attempt at an ambitious ritual.

A Piece of Mind: Instead of an independent spirit, your familiar is a fragment of your own mind—perhaps one that says the things you never would.

Refugee from Evil: The familiar once belonged to an evil creature, possibly one of your enemies, but now it wants to be on your side.

Object Familiars

Some familiars look more like objects than creatures. These might be spirit minds bound into real objects, or they are normal familiars that take the form of objects instead of creatures. Object familiars are more knowledgeable than their creature counterparts. They follow the same rules as creature familiars.

Paragon and Epic Familiars

Some familiars can be gained only at 11th level and higher, or at 21st level and higher. You can replace your current familiar with a new one when you reach a new level. Basically, treat this as though you were retraining the Arcane Familiar feat.

New Familiars

Heroic Tier Familiars

Arcane Eye Familiar

This hovering eyeball enhances your vision and sees in places you can't.

Senses low-light vision

Speed fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Perception checks.

You gain a +2 bonus to skill checks for Scrying rituals.

Active Benefits

See All: Once per encounter, you can determine range, line of sight, and line of effect for one ranged arcane implement attack from the eye, and you ignore concealment (but not total concealment) for that attack.

Badger Familiar

Casters who want a stronger defense manifest badgers to protect them, as do those who are dangerous when they are hurt.

Speed 5, burrow 2

Constant Benefits

You gain a +2 bonus to Intimidate checks.

You gain a +1 bonus to damage rolls while bloodied. This bonus increases to +2 at 11th level and +3 at 21st level.

Active Benefits

Devoted Minion: If your badger is adjacent to you when you are hit by an attack, the badger is reduced to 0 hit points, and you reduce the damage you take by your Constitution modifier.

Canine Construct Familiar

This dog-shaped familiar is a loyal, valiant guardian.

Speed 7

Constant Benefits

You gain a +2 bonus to Athletics checks.

You gain a +2 bonus to skill checks for Warding rituals.

Active Benefits

Tenacious Guard: You gain resist 1 against ranged and melee attacks while adjacent to the canine construct. This increases to resist 2 at 11th level and resist 3 at 21st level.

Disembodied Hand Familiar

This hand crawls around using its digits, and it can expertly manipulate items.

Speed 6, climb 2

Constant Benefits

You can retrieve or stow an item as a free action instead of as a minor action.

Active Benefits

Agile Digits: A disembodied hand can open latches and turn knobs that require only one hand to operate. It can also manipulate objects to make Thievery checks. It gains a +2 bonus to such checks.

Fire Lizard Familiar

These blazing hot lizards are favored familiars for tieflings and pyromancers.

Senses Low-light vision

Speed 6

Constant Benefits

You gain a +2 bonus to Athletics and Endurance checks.

You gain resist 5 fire. If you already have resist fire, increase it by 2. Your resist fire increases by 2 while you are bloodied.

Active Benefits

Lizard's Immunity: The fire lizard is immune to fire.

Lightning Lizard Familiar

Storm sorcerers and other lightning-focused casters choose lightning lizards as familiars.

Senses Low-light vision

Speed 6

Constant Benefits

You gain a +2 bonus to Acrobatics and Athletics checks.

You gain resist 5 lightning. If you already have resist lightning, increase it by 2. Your resist lightning increases by 2 while you are bloodied.

Active Benefits

Lizard's Immunity: The lightning lizard is immune to lightning.

Ooze Familiar

This colorful, blobby familiar is a boon to those who explore underground areas.

Senses tremorsense 5

Speed 5

Constant Benefits

You gain a +2 bonus to Dungeoneering checks.

You gain resist 5 acid. If you already have resist acid, increase it by 2.

Active Benefits

Ooze's Malleability: The ooze can squeeze through gaps as small as half an inch wide.

Heroic Familiar Quirks

Arcane Eye
- ✦ Alters its appearance between a circular pupil and a catlike slit
- ✦ Flies along lines of text to read them

Badger
- ✦ Grows long, bony spikes when angry
- ✦ Digs a hole and goes to sleep when bored

Canine Construct
- ✦ Appears to be made of junked spellbook covers
- ✦ Tries to play fetch with your arcane implement

Disembodied Hand
- ✦ Ends of digits dissolve into smoke
- ✦ Contorts fingers when speaking to add emphasis

Fire Lizard
- ✦ Leaves a trail of molten footprints
- ✦ Likes to rest on cold surfaces

Lightning Lizard
- ✦ Sends arcs of lightning toward nearby metal objects
- ✦ Is sad when the weather isn't stormy

Ooze
- ✦ Bones of mice and scraps of metal float inside
- ✦ Warps to look like a caricature of you when talking

Parrot
- ✦ After ruffling feathers, colors change
- ✦ Mimics the voice of whoever it is speaking to

Rootling
- ✦ Flowers bloom on arms and head when happy
- ✦ Grips its roots to objects when it doesn't want to leave

Scout Homunculus
- ✦ Appears to be made of translucent crystal
- ✦ Inadvertently sneaks up on people and scares them

Skull
- ✦ An illusory humanoid face surrounds it when excited
- ✦ Has long, curved horns
- ✦ Is a master of macabre humor

Toad
- ✦ Turns to stone when scared
- ✦ Wants to jump in every puddle of water it sees

Weasel
- ✦ Moves by undulating through the air just above the ground
- ✦ Skitters and hops when agitated

Parrot Familiar

Social arcane casters prefer talkative parrot familiars.

Senses low-light vision
Speed 2, fly 5 (hover)

Constant Benefits

You gain a +2 bonus to Diplomacy and Streetwise checks.

Active Benefits

Parrot's Speech: A parrot can speak any language you know, and it can converse with other creatures. When it speaks, you hear everything it says and hear everything spoken to it. You can dictate its answers if you so choose.

Rootling Familiar

A bundle of roots and twigs, a rootling shows its master's connection to the natural world.

Speed 6, climb 4

Constant Benefits

You gain a +2 bonus to Nature checks.

You gain forest walk (you ignore difficult terrain if it's the result of trees, underbrush, plants, or natural growth).

Active Benefits

Rootling Camouflage: A rootling gains a +5 bonus to Stealth checks if it is in a forest or has concealment due to plants.

Scout Homunculus Familiar

With tiny wings, this homunculus can scout in elevated places. It is also used by casters who often scry.

Senses low-light vision
Speed 6, fly 3 (hover)

Constant Benefits

You gain a +2 bonus to Stealth.

You gain a +2 bonus to skill checks for Scrying rituals.

Active Benefits

Glamered Scout: A scout homunculus rolls two d20s and takes the higher result for Stealth checks.

Independent Spirit: A scout homunculus can exist up to a mile away from you.

Paragon Familiar Quirks

Air Mephit
- ✦ Has a floating gem where its heart and eyes would be
- ✦ Blows out candles and small fires for fun

Arcane Wisp
- ✦ Constantly disappears and reappears an inch away
- ✦ Tries to be attacked so it can teleport away

Beholderkin
- ✦ Appears to be made of metal, with gems for eyes
- ✦ Shoots harmless eye rays at you as a gesture of affection

Blackspawn Darkling
- ✦ Creates tiny clouds of acid when it sneezes
- ✦ Hides inside a pouch while it's light out

Bluespawn Nimblespark
- ✦ Discharges a bolt of static each time it beats its wings
- ✦ Demands frequent drinks from your waterskin

Earth Mephit
- ✦ Looks like a stone with a humanoid figure carved into it
- ✦ Takes its stone head off and juggles it

Fire Mephit
- ✦ Wings turn into small green flames when walking
- ✦ Cooks your food by breathing on it

Grayspawn Shortfang
- ✦ Spikes are short in the morning and grow during the day
- ✦ Jabs tail spikes into furniture and hangs from them

Greenspawn Banespike
- ✦ Sheds tiny green needles
- ✦ Likes to frighten small animals and insects

Ice Mephit
- ✦ Shatters and reforms its body as it moves
- ✦ Throws harmless snowballs at enemies during combat

Rakshasa Claw
- ✦ Sometimes looks like a hand from a nonrakshasa
- ✦ Digs its claws into you when it spots an illusion

Redspawn Spitfire
- ✦ Flames wreathe the inside of its wings
- ✦ Brags about how powerful you (and it) are

Stone Fowl
- ✦ When it loses feathers, they turn to stone
- ✦ Tries to practice flying, but never gets any better

Whitespawn Snowstepper
- ✦ Frost crystals coat the ground around its feet
- ✦ Tells you to use cold attacks, regardless of your target

Skull — Familiar

An arcane character with a dark side might choose a skull as a familiar, drawing on its accumulated magical knowledge.

Speed fly 4 (hover)

Constant Benefits

You gain a +2 bonus to Arcana and Intimidate checks.

Active Benefits

Skull's Gaze: Once per encounter, you can gain a +2 bonus to an attack roll against a creature adjacent to the skull if you are using an arcane power with the fear keyword.

Toad — Familiar

Toughness and durability are tough to come by for most arcane practitioners, but a toad familiar can close the gap.

Speed 3

Constant Benefits

You gain a +2 bonus to Endurance checks.

You gain a +2 bonus to your healing surge value.

Active Benefits

Toad's Healing: Once per encounter, when an ally adjacent to the toad spends a healing surge, that ally regains 1d8 extra hit points.

Weasel — Familiar

Masters of weasel familiars are regarded as both quick-witted and quick-footed.

Senses low-light vision

Speed 6

Constant Benefits

You gain a +2 bonus to Acrobatics and Bluff checks.

Active Benefits

Silent Predator: A weasel gains a +5 bonus to Stealth checks.

Weasel's Sleekness: The weasel gains a +5 bonus to AC against opportunity attacks.

Epic Familiar Quirks

Blazing Skull
- ✦ Flames change color depending on mood
- ✦ Likes to burn up used scrolls and read messages

Chaos Shard
- ✦ Changes between different abstract shapes
- ✦ Tells you to follow your first instinct on every decision

Gibbering Pet
- ✦ Mouths, eyes, and skin resemble those of a fomorian
- ✦ Occasionally says a perfect sentence, but days too late

Shadow Incarnate
- ✦ Rolls and ripples off the ground like a sheet of cloth
- ✦ Your voice sometimes comes from the shadow's mouth

Paragon Tier Familiars

Air Mephit Familiar

A manifestation of air, this creature appears to be a miniature winged humanoid made entirely of swirling wind.

Speed 4, fly 7 (hover)

Constant Benefits

You gain a +2 bonus to Bluff checks.

You can read and speak Primordial.

You gain resist 5 lightning and resist 5 thunder. If you already resist one of those damage types, increase it by 2.

Active Benefits

Form of Air: As a minor action, you can cause the air mephit to become invisible until the end of your next turn.

Arcane Wisp Familiar

Fey pact warlocks and others who like to teleport choose these floating orbs of light as familiars.

Speed fly 8 (hover)

Constant Benefits

You gain a +2 bonus to Stealth checks.

When you teleport, add 1 to the distance you teleport.

Active Benefits

Wisp's Escape: The first time the arcane wisp is attacked in an encounter, it can teleport 5 squares as an immediate interrupt.

Dragonspawn Familiars

Some of the familiars here look similar to the monsters called dragonspawn. They have some features of chromatic dragons, but aren't shaped like dragons. They might be bipeds or quadrupeds, snakelike creatures or humanoids. Look at the dragonspawn entries in the Monster Manual and Draconomicon™: Chromatic Dragons supplement for examples.

Beholderkin Familiar

A spherical creature with a large central eye and a few eyes on stalks, the beholderkin is the chosen familiar of chaotic mages.

Senses low-light vision

Speed fly 8 (hover)

Constant Benefits

You gain a +2 bonus to Perception checks.

You can read and speak Deep Speech.

Active Benefits

Beholderkin Eye Ray: Once per encounter, you can have the beholder shoot an eye ray as a minor action. The beholderkin deals 1d10 damage to a creature within 5 squares of it. Roll 1d4 to determine the damage type: 1—acid, 2—fire, 3—necrotic, 4—poison.

Blackspawn Darkling Familiar

This reptilian familiar has two curving horns and black scales.

Senses darkvision

Speed 8 (hover)

Constant Benefits

You gain a +2 bonus to Stealth checks.

You can read and speak Draconic.

You gain resist 5 acid. If you already have resist acid, increase it by 2.

Active Benefits

Blackspawn Stealth: The blackspawn darkling gains a +5 bonus to Stealth checks.

Bluespawn Nimblespark Familiar

A single prominent horn juts from this reptile's snout, and its blue scales carry a static charge.

Senses low-light vision

Speed 6, fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Athletics and Nature checks.

You can read and speak Draconic.

You gain resist 5 lightning. If you already have resist lightning, increase it by 2.

Active Benefits

Bluespawn Shock: If the bluespawn is hit by an attack, the creature that hit it takes 2d6 lightning damage.

Earth Mephit Familiar

A manifestation of air, this creature appears to be a miniature winged humanoid made entirely of swirling wind.

Speed 5, fly 4 (hover)

Constant Benefits

You gain a +2 bonus to Bluff and Endurance checks.

You can read and speak Primordial.

When you would be pushed, pulled, or slid, reduce the forced movement by 1 square.

Active Benefits

Form of Earth: Once per encounter as a minor action, you can cause the earth mephit to enlarge into a stone statue. It gains resist 20 all and occupies the square until the end of your next turn. You can use this ability only if the mephit is in an unoccupied square.

Fire Mephit Familiar

These tiny, winged, humanoids are manifested by spellcasters who like to play with fire.

Speed 5, fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Bluff checks.

You can read and speak Primordial.

You gain resist 5 fire. If you already have resist fire, increase it by 2.

Active Benefits

Form of Fire: As a minor action, you can cause the fire mephit to glow or to stop glowing. While glowing, it sheds bright light in its square and in a 10-square radius.

Grayspawn Shortfang Familiar

Spiky projections cover this familiar's body, and its tail is tipped with two long spikes.

Senses low-light vision

Speed 7, fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Arcana and Intimidate checks.

You can read and speak Draconic.

You gain resist 5 acid. If you already have resist acid, increase it by 2.

Active Benefits

Grayspawn Toughness: A grayspawn gains a +2 bonus to all defenses.

Greenspawn Banespike Familiar

This green-scaled reptile's head is crested with several long spines, and its body is lithe and agile.

Senses low-light vision

Speed 8

Constant Benefits

You gain a +2 bonus to Bluff checks.

You can read and speak Draconic.

You gain resist 5 poison. If you already have resist poison, increase it by 2.

Active Benefits

Greenspawn's Diversion: Once per encounter as a minor action, you can make a Bluff check against the passive Insight of an enemy adjacent to the greenspawn. If successful, you gain combat advantage against the target on your next attack made before the end of your next turn.

Ice Mephit Familiar

This crystalline humanoid looks like it's made of ice, and its tiny wings shed ice crystals as they flap.

Speed 5, fly 4 (hover)

Constant Benefits

You gain a +2 bonus to Bluff checks.

You can read and speak Primordial.

You gain resist 5 cold. If you already have resist cold, increase it by 2.

Active Benefits

Form of Ice: Once per encounter as a minor action, you can cause the ice mephit's square and each adjacent square to become difficult terrain until the end of your next turn.

Rakshasa Claw Familiar

This gnarled, furred hand has long talons and is a favored familiar for those who want to pierce illusions.

Speed 7, climb 3

Constant Benefits

You gain a +2 bonus to Arcana checks.

You gain a +5 bonus to Insight checks to recognize effects as illusory.

You can retrieve or stow an item as a free action instead of as a minor action.

Active Benefits

Agile Digits: A rakshasa claw can open latches and turn knobs that require only one hand to operate. It can also manipulate objects to make Thievery checks. It gains a +2 bonus to such checks.

Redspawn Spitfire Familiar

This reptilian familiar is hot to the touch, and it has red scales.

Senses low-light vision
Speed 6, fly 5 (hover)
Constant Benefits
You gain a +2 bonus to Intimidate checks.
You can read and speak Draconic.
You gain resist 5 fire. If you already have resist fire, increase it by 2.
Active Benefits
Redspawn Toughness: A redspawn gains a +2 bonus to all defenses.

Stone Fowl Familiar

Similar in appearance to a cockatrice, this familiar helps you resist the effects of poisons or petrification.

Speed 5, fly 2 (hover)
Constant Benefits
You gain a +2 bonus to Dungeoneering checks.
You gain resist 5 poison. If you already have resist poison, increase it by 2.
Active Benefits
Cockatrice's Defense: Once per encounter, when you make a saving throw against a slowed, immobilized, or petrified effect while adjacent to the stone fowl, you gain a +5 power bonus to the saving throw.

Whitespawn Snowstepper Familiar

Ice crystals cake this reptile's white scales, and a thin sheet of ice coats anything it perches upon.

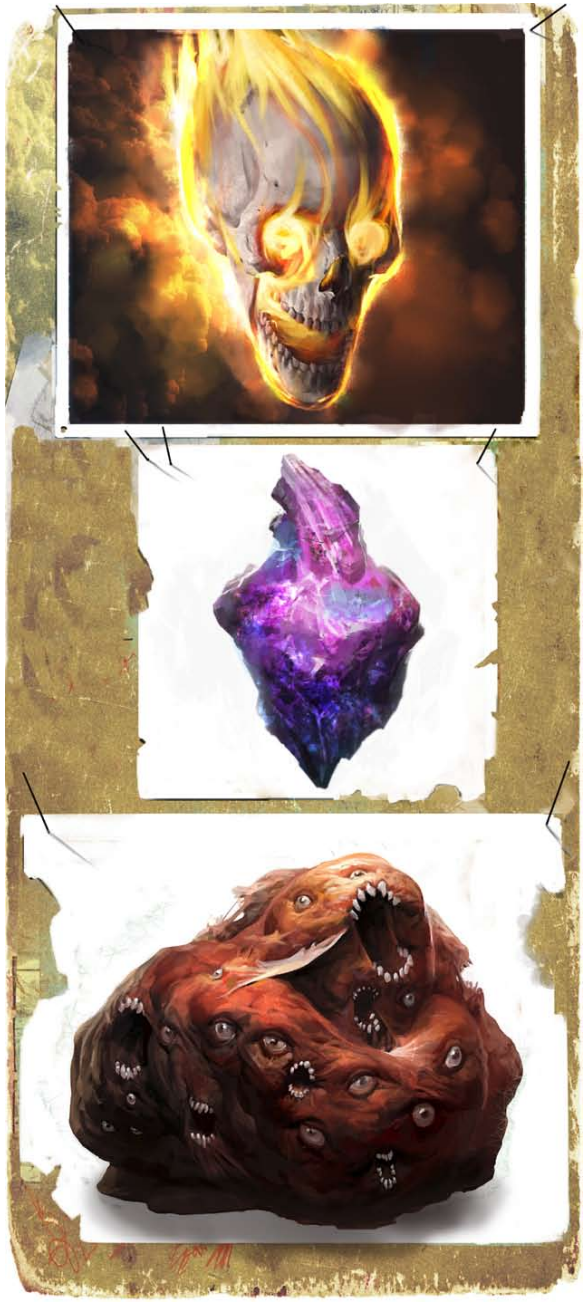
Senses low-light vision
Speed 7 (ice walk), fly 3 (hover)
Constant Benefits
You can read and speak Draconic.
You gain resist 5 cold. If you already have resist cold, increase it by 2.
You gain ice walk (you ignore difficult terrain caused by snow and ice).
Active Benefits
Whitespawn Minion: If the whitespawn is adjacent to you when you are hit by an attack, you can reduce the amount of damage you take by 5+ your Constitution modifier. If you do so, the whitespawn drops to 0 hit points. If the damage is cold damage, you reduce the damage by 10 + your Constitution modifier.

Epic Tier Familiars

Blazing Skull Familiar

This skull is wreathed in fire and holds knowledge about many things—mostly flammable things.

Speed fly 10 (hover)
Constant Benefits
You gain a +2 bonus to Arcana and Stealth checks.
You gain resist 5 fire. If you already have resist fire, increase it by 2.
Active Benefits
Skull's Gaze: Once per encounter, you can gain a +2 bonus to an attack roll against a creature adjacent to the skull if you are using an arcane power with the fear or fire keyword.
Fire Light: As a minor action, you can cause the blazing skull to glow or to stop glowing. While glowing, it sheds bright light in its square and in a 20-square radius.



Chaos Shard Familiar

It's said a chaos shard is a portion of its master's mind warped into a spirit form, but no master has ever confirmed this.

Senses blindsight 3

Speed fly 6 (hover)

Constant Benefits

You gain a +2 bonus to Arcana checks.

You gain a +2 bonus to saving throws against the dominated condition.

Active Benefits

Chaos Echo: Once per encounter when you make an area or close attack, you can choose a creature within 5 squares of the chaos shard to also be a target for the attack.

Gibbering Pet Familiar

This lump of flesh has dozens of tiny eyes and mouths that constantly reshape and reform across its surface.

Senses all-around vision

Speed 4, fly 6 (hover)

Constant Benefits

At the end of each extended rest, roll 1d4 to determine a language you can read and speak. Then roll 1d4 two more times to determine two skills to which you gain a +2 bonus (reroll if the same skill shows up twice). All benefits last until your next extended rest.

1d6	Language	Skill
1	Deep Speech	Bluff
2	Primordial	Diplomacy
3	Supernal	Intimidate
4	Abyssal	Streetwise

Active Benefits

Gibbering Utterances: When a creature makes an attack that includes the gibbering pet, it takes a -2 penalty to all attack rolls on that attack.

Shadow Incarnate Familiar

Your own shadow moves independently from you and can even separate to move on its own.

Senses darkvision

Speed 8, fly 8 (hover)

Constant Benefits

You gain a +2 bonus to Stealth checks.

You gain darkvision.

Active Benefits

Shadow Shroud: Any square the shadow occupies is lightly obscured.

Shadowcast: Once per encounter as a minor action, you can determine range, line of sight, and line of effect for your arcane attacks from your shadow until the end of your current turn.

Familiar Keeper

"If you lay a hand on my familiar, you will have no hands left!"

Prerequisite: Arcane power source, familiar

Nothing is more precious to you than your familiar. The connection between you is deeper than that of a master and servant. Your accomplishments are the familiar's, too, and your thoughts are so often in synch that you practically share the same mind. Your familiar grows in power because of the strength of your bond, and arcane energy infuses its being more and more. As your reputation builds, your familiar is a part of your legend. When you begin to hear bard's tales about you, your familiar is mentioned (and sometimes receives top billing), and artistic representations of you show your companion, too.

Your path features all relate to your familiar, and your powers work only if your familiar is in active mode. Since it's important that your familiar stick around if you want to make full use of it, take some familiar feats (from Arcane Power) to increase its defenses and to gain other benefits.

Familiar Keeper Path Features

Familiar Forms (11th level): You can choose a second form for your familiar. You can use a minor action to switch your familiar between forms. For example, you could have a familiar that changes between cat form and owl form. If you retrain the Arcane Familiar feat to replace your familiar, you can replace both forms.

Familiar Action (11th level): When you spend an action point to take an extra action, you can return your familiar to normal if it has been destroyed. It can return either in passive mode or in active mode, and if you choose active mode, place it in any square within 20 of you.

Familiar Movement (16th level): When your familiar is in active mode, it does not provoke opportunity attacks when moving.

Familiar Keeper Spells

Familiar Surge Familiar Keeper Attack 11

Pure magical essence explodes from your familiar, opening the path for future attacks against creatures caught in the arcane mists.

Encounter ✦ Arcane, Implement
Standard Action **Close** burst 1 or blast 3
Special: Your familiar must be in active mode, and the origin square of the burst or blast is the familiar's square.
Target: Each creature in burst or blast
Attack: Intelligence, Wisdom, or Charisma vs. Reflex
Hit: 3d8 + Intelligence, Wisdom, or Charisma modifier damage. Until the end of your next turn, creatures adjacent to your familiar grant combat advantage to you and your allies.
Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls and damage rolls with this power.

Transpose Familiar Familiar Keeper Utility 12

Two runed circles appear—one under your feet and another under your familiar—and you instantly teleport to one another's location.

Daily ✦ Arcane, Teleportation
Move Action **Personal**
Special: Your familiar must be in active mode.
Effect: You trade places with your familiar. You can then also move your familiar up to its speed as part of the move action to use this power.

Familiar's Command Familiar Keeper Attack 20

Your familiar turns into a mist of arcane energy and flows into your foe, taking over its mind.

Daily ✦ Arcane, Charm, Implement
Standard Action **Melee** 1
Special: Your familiar must be in active mode, and the attack comes from the familiar's square instead of yours.
Target: One creature
Attack: Intelligence, Wisdom, or Charisma vs. Will
Hit: The target is dominated (save ends). Your familiar returns to passive mode, and it can't return to active mode while the target is dominated.
Miss: You can choose to return your familiar to passive mode. If you do, this power is not expended.
Special: When you gain this power, choose Intelligence, Wisdom, or Charisma as the ability score you use when making attack rolls with this power.

New Familiar Feats

Aggressive Familiar [Familiar]

Prerequisites Arcane Familiar, 16th level or higher utility power
Benefit: The shielding familiar feat power replaces one of your 16th-level or higher utility powers.

Aggressive Familiar Feat Power

As you use an arcane power, your familiar explodes, damaging creatures you hit.

Daily ✦ Arcane
Free Action **Personal**
Requirement: Your familiar must be in its active state.
Effect: Your familiar is destroyed, and you gain a +5 power bonus to damage rolls against creatures that were adjacent to your familiar until the end of the current turn.

Alert Familiar [Familiar]

Prerequisites: 11th level, Arcane Familiar
Benefit: While your familiar is in passive mode, enemies don't gain the normal +2 bonus to attack rolls against you when they have combat advantage. Any other benefits derived from combat advantage still apply.

Quick Familiar [Familiar]

Prerequisites: Arcane Familiar
Benefit: Once per turn, you can move your familiar with a minor action instead of a move action.

Shared Speed [Familiar]

Prerequisites: Dex 15, Arcane Familiar
Benefit: You and your familiar each receive a +1 feat bonus to speed. The familiar's bonus applies to all movement modes it has.

Familiar Miniatures

Part of the fun of having a familiar is finding the perfect mini to represent it, and many (but not all) of the familiars (from this article and Arcane Power) were designed with miniatures in mind. Here are some minis to look for. When multiple pieces can work, the table lists the most recent mini.

About the Author

Logan Bonner traded the Great Plains of Kansas for Seattle when he landed a job at Wizards of the Coast. As a mechanical designer, he has worked on *Dungeon Tiles*, *D&D Miniatures*, *Forgotten Realms® Player's Guide*, and *Adventurer's Vault™*.

ARCANE POWER		
Familiar	**Miniature Name**	**Set**
Bat	Bat Familiar	*Unhallowed™*
Book imp	Grinning Imp	*Demonweb™*
Bound demon	Gnaw Demon	*Against the Giants™*
Cat	Spectral Panther	*Dungeons of Dread™*
Dragonling	Pseudodragon	*Unhallowed*
Rat	Ravenous Dire Rat	*Against the Giants*
Serpent	Flame Snake	*Desert of Desolation™*
Spider	Deathjump Spider	*Dungeons of Dread*

MINIATURES FOR FAMILIAR USE		
Familiar	**Miniature Name**	**Set**
Air mephit	Air Mephit	*Unhallowed*
Badger	Celestial Dire Badger	*Deathknell™*
Beholderkin	Gauth	*Archfiends™*
Blackspawn	Small Black Dragon	*War of the Dragon Queen™*
Blazing skull	Flameskull	*War Drums™*
Bluespawn	Bluespawn Ambusher	*Night Below™*
Canine construct	Iron Defender	*Dungeons of Dread*
Earth mephit	Earth Mephit	*Night Below*
Fire mephit	Fire Mephit	*Unhallowed*
Gibbering pet	Gibbering Mouther	*Aberrations™*
Greenspawn	Guard Drake	*Demonweb*
Ice mephit	Ice Mephit	*Night Below*
Lightning lizard	Bluespawn Ambusher	*Night Below*
Ooze	Ochre Jelly	*Against the Giants*
Redspawn	Bloodseeker Drake	*Dangerous Delves™*
Rootling	Twig Blight	*War of the Dragon Queen*
Skull	Flameskull	*War Drums*
Stone Fowl	Cockatrice	*Against the Giants*
Toad	Giant Frog	*Deathknell*
Weasel	Fiendish Dire Weasel	*Aberrations*
Whitespawn	Spiretop Drake	*Demonweb*

Creature Incarnations: Orcs

by Mike McNerney and Greg Bilsland

illustrations by Jaime Carrillo

Adventurers frequently leave the safety of civilization behind and sojourn into uncharted and uncivilized lands. The lack of civility they might encounter has no greater representative than the orc. An orc, no matter the tribe, embodies barbarism in one form or another. When you need an enemy that disrupts the civilized world by its mere presence, you need an orc or even a tribe of them. Each tribe has its own strengths, weaknesses, and goals, and the differences in each tribe can keep those dealing with them off guard. Sometimes, though, a single tribe of orcs is insufficient to achieve an end that an orc leader desires. In these cases, orc tribes join together to form a horde, and strong leaders can

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utilize the strengths of each tribe to lessen the weaknesses, thereby creating a stronger force.

Within a tribe, an orc's position is determined by its strength, though strength can be a relative term depending on what the orc tribe prizes most in its members. Orcs take challenges from powerful opponents, including fellow orcs, seriously. But, true to their cunning nature, if an enemy appears close to equal or even stronger, orcs try to swarm that enemy, relying on superior numbers.

Many orcs also delight in the destruction of the trappings of civilization.

Another way to exhibit the chaotic and savage tendencies of these creatures is for the orcs to change tactics and targets frequently. Orcs do not necessarily ignore the consequences of their actions, but they are extremely reactive in their offensive and defensive styles. Because of this reactive nature, orcs are just as likely to ignore a marking effect as they are to react to it. If an orc from a tribe that prefers melee strikes is marked by the party's fighter, but the party's rogue is responsible for a larger amount of the damage dealt to the orc, that orc is likely to ignore the penalty it takes for attacking and strike at the bothersome rogue. Let it. Nothing grabs the attention of players like a monster acting in an unexpected manner.

As creatures of conflict, orcs frequently have little patience for planning out battles. An orc's *warrior's surge* power best expresses the inherent lust for battle that each orc has, and it offers Dungeon Masters a tool to add drama to a battle against orcs. An orc that uses *warrior's surge* just after it becomes bloodied can surprise an enemy, but it might not have the same daunting effect as it would if used later in battle. An orc that uses the power late in the fight while on the verge of defeat forces opponents to return flagging attention to the creature. For the most drama, though, let several orcs become bloodied. Then have them all delay until they can act together, or have them react to a battle cry from their leader. The combination of several orcs using *warrior's surge* and regaining a quarter of their hit points could daunt the PCs, but it also forces them to focus on a battle they might otherwise considered typical.

Perhaps a campaign doesn't need orcs that are stalwart, though. Instead, it might call for ruthless killers that become enraged and vicious while bloodied. Substituting another power for the orc's warrior's surge power can help give each orc tribe a unique flavor. Some orcs might be resilient warriors, while others might be mad berserkers. To create dynamic flavor for monstrous races in a personal campaign setting, swap in new memorable powers for each of the race's demographics. For orcs, try one of the powers below in place of *warrior's surge*.

Warrior's Rage (standard, usable only while bloodied; encounter) ✦ **Weapon**
The orc makes two melee basic attacks, each against a different target.

Bloodied Strike (immediate reaction, when first bloodied; encounter) ✦ **Weapon**
The orc makes a melee basic attack against an adjacent enemy.

Gruumsh's Fervor (standard, usable only while bloodied; encounter) ✦ **Weapon**
While bloodied, the orc gains a +4 bonus to damage rolls.

Savage Marauders

Inhabiting the fringes of civilization, orcs are a force of barbarism. Savage tribes of orcs target the fragile inner workings of a civilized society. Frequently, orc tribes with no means of producing their own goods are the culprits in raids along trade routes, since raiding allows them to steal the supplies and equipment they need. In areas where the local authorities have neither the time nor the resources to pursue these orc brigands, merchants turn to adventurers to recover their goods and mete out justice. Many orcs also delight in the destruction of the trappings of civilization. Although the snobbish elite of a large population center might not call a cabin in the woods civilized, such a tenuous dwelling attracts the attention of any cruel and savage orcs in the area. If those orc marauders find occupants in the dwelling, the orcs are just as likely to take the inhabitants captive as kill them. By and large, tribes enjoy forcing prisoners to serve them, but some tribes grow bored with the effort of preventing escape and then eat the prisoners. As a result, if any survivors are captured when an orc party razes a frontier town, adventurers might be called upon to rescue those unfortunate souls before it is too late.

The following orcs provide new options for using them within a campaign, and each one also allows Dungeon Masters to further customize orc tribes that come into play within the game. In those cases where a "one with nature" feel to the game is more appropriate (instead of the standard "just as soon eat it as look at it" orc mentality), the sidebar with the orc beastmaster might just help.

Orc Harrier

Orcs lurk in the shadow of nations wrought by the more civilized races. An orc harrier represents a shrouded threat that is ready to rush in upon a perceived weakness in these more civilized societies. When an orc tribe or horde goes to war, the harriers are the first orcs in, and they are the last orcs to disengage. Using their stealth and guile, orc harriers can guide an attacking force of orcs into the optimal position to rush an enemy's defenses. An orc harrier's

Orc Harrier	Level 5 Skirmisher
Medium natural humanoid	XP 200
Initiative +8	Senses Perception +8; low-light vision
HP 63; **Bloodied** 31	
AC 19; **Fortitude** 17, **Reflex** 19, **Will** 16	
Speed 6 (8 while charging; see also *deft charge*); see also *mobile melee attack*	
⊕ **Spear** (standard; at-will) ✦ **Weapon**	
+10 vs. AC; 1d8 + 5 damage.	
⸸ **Warrior's Surge** (standard, usable only while bloodied; encounter ✦ **Healing, Weapon**	
The orc harrier makes a melee basic attack and regains 15 hit points.	
⸸ **Mobile Melee Attack** (standard; at-will)	
The orc harrier can move half its speed and make one melee basic attack at any point during that movement. The creature doesn't provoke opportunity attacks while moving away from the target of its attack.	
Deft Charge	
The orc harrier can use its move action to shift after it charges.	
Skills Endurance + 9, Stealth +11	
Alignment Chaotic evil	**Languages** Common, Giant
Str 14 (+4)	**Dex** 18 (+6) **Wis** 13 (+3)
Con 15 (+4)	**Int** 8 (-1) **Cha** 8 (-1)
Equipment leather armor, spear	

mobility on the battlefield also means that when an enemy tries to flee, the orc harrier hounds that enemy unrelentingly. An orc harrier is easy to spot among other orcs because it eschews the large axes favored by stronger orcs. The presence of a few orc harriers in a tribe means that victims have very little chance to escape and bring warning of the marauding orcs to others. Although not as big or as savage as other orcs, an orc harrier is most vicious and cruel while it tracks down any victim trying to escape.

An orc harrier is smaller of stature than most orcs, but still burly for its size. Each wears leather armor smeared with mud and laced with foliage to further obscure it from sight. An orc harrier favors a spear, which it wields with two hands to deliver powerful blows. It also enjoys taking trophies from enemies they have hunted down. Some of these trophies, such as skulls or other parts of its victims, end up decorating an orc harrier's spear.

Orc Harrier Tactics

An orc harrier is an eager combatant, charging into battle at the first opportunity. The harrier avoids opportunity attacks when charging, and it instead prefers to take aim at the nearest enemy so that it can take the most advantage of the movement granted by its *deft charge* and *mobile melee attack*. Orc harriers ambush or stalk foes, approaching to within charging distance before launching an attack. Harriers are vicious combatants that rarely flee, and the only reason an orc harrier might retreat from battle is to call upon others of its kind.

Orc Darkblade

Even among orcs, some recognize the need for finesse. Such orcs train as darkblades, and they master the art of blinding and confusing their foes. An orc darkblade wears blackened leather armor and a hood that conceals all but its eyes. Smaller and weaker than other orcs, an orc darkblade meets the eyes of its enemies fearlessly and uses its crude falchion deftly. Although dismissed by other orcs as being weak or inferior, most other humanoids rightly fear death at the sword of an orc darkblade.

Some orc tribes use orc darkblades to weaken the defenses of an enemy camp, fortress, or town. A stealthy orc darkblade can strike at such defenses with surgical precision, and those defenders who meet a darkblade's surprise attack die knowing that a worse fate awaits those they failed to guard.

Orc Darkblade Tactics

An orc darkblade has learned to move evasively through a battlefield and take advantage of its surroundings and nearby distractions. It likes to be in the middle of battle, and its skills help it remain out of harm's way. An orc darkblade uses *elusive target* to deflect enemy attacks to enemies and allies alike, while trying to position itself to attack with combat advantage, either through being hidden or flanking. Its poisoned weapon allows it to use *bloodblind blade* to reduce an enemy's ability to perceive it. Once it is hidden from a target, a darkblade looks for opportunities to attack an enemy while gaining the benefit of *cut from behind*.

Orc Darkblade	Level 6 Lurker
Medium natural humanoid	XP 250
Initiative +11	**Senses Perception** +4; low-light vision
HP 56; Bloodied 28	
AC 20; **Fortitude** 18, **Reflex** 19, **Will** 16; see also *elusive target*	
Speed 6 (8 while charging)	
⊕ **Falchion** (standard; at-will) ✦ **Weapon**	
+11 vs. AC; 2d4 + 3 damage (crit 2d4 + 11).	
⸸ **Bloodblind Blade** (standard; at-will) ✦ **Weapon**	
Requires falchion; +11 vs. AC; 2d4 damage, and the target takes ongoing 5 poison damage and a -5 penalty to Perception checks (save ends both).	
⸸ **Warrior's Surge** (standard, usable only while bloodied; encounter) ✦ **Healing, Weapon**	
The orc darkblade makes a melee basic attack and regains 14 hit points.	
Cut from Behind	
When the orc darkblade attacks with combat advantage, the attack targets Reflex instead of AC.	
Elusive Target (immediate interrupt, when hit by a melee or ranged attack; at-will)	
The orc darkblade swaps positions with an adjacent creature other than the attacker, and The darkblade gains concealment against the attack. If the attack misses the darkblade and a creature other than the attacker is adjacent, the darkblade can swap positions with that adjacent creature, and the attack is rerolled against that creature.	
Alignment Chaotic evil	**Languages** Common, Giant
Skills Stealth +12	
Str 16 (+6)	**Dex** 19 (+7) **Wis** 12 (+4)
Con 14 (+5)	**Int** 9 (+2) **Cha** 9 (+2)
Equipment leather armor, falchion	

Orc Pyromaniac

When an orc tribe first has an orc alchemist, the alchemist might begin experimenting with substances brewed in a cauldron. In this case, the dimmer, weaker orcs in the tribe end up testing the results—an experience the majority don't survive. These early trials are attempts to heat pitch into a thicker and more flammable form, which is then poured into a gourd stopped with cloth to make it portable for combat. Those orcs who survive despite the odds, however, become orc pyromaniacs. A dim-witted sycophant, an orc pyromanic is enthralled by the scintillating flames it lobs at enemies. It receives its supplies of pitch grenades from the orc alchemists in the tribe and in return, each one fanatically defends the orc alchemists from all attackers. An orc pyromaniac looks like a typical ragged orc except for a bandolier of cloth-wrapped grenades. It also carries a small torch to ignite its charges, which causes it to stand out among its darkness-loving comrades.

Orc Pyromaniac Tactics

An orc pyromaniac works alongside orc alchemists, who keep it supplied with potent ammunition. As the most reckless among its fellow orcs, an orc pyromaniac willingly carries several explosives within easy reach on its body. It tries to remain at the edge of battle, from which it can lob explosive balls of *flaming pitch* at those fighting its allies. An orc pyromaniac is not above engaging in melee, though. The most dangerous aspect of an orc pyromaniac is its ability to launch an explosive charge when a deathblow is delivered to it. The orc tries to charge at the enemy who killed it. However, for lack of a better target, it charges the nearest enemy (or sometimes even its own ally).

Orc Pyromaniac **Level 6 Minion Artillery**
Medium natural humanoid XP 63

Initiative +5 **Senses** Perception +2; low-light vision
HP 1; a missed attack never damages a minion; see also explosive charge.
AC 18; **Fortitude** 19, **Reflex** 18, **Will** 16
Speed 6 (8 while charging)

⊕ **War Pick** (standard; at-will) ✦ **Weapon**
+11 vs. AC; 5 damage.

Flaming Pitch (standard; requires flaming pitch bomb; at-will) ✦ **Fire, Weapon**
Ranged 5; +11 vs. Reflex; 5 fire damage.

Explosive Charge (when reduced to 0 hit points and no enemy is adjacent to the orc pyromaniac)
The orc pyromaniac charges the nearest enemy it can charge and makes a melee basic attack that deals 5 extra fire damage.

Alignment Chaotic evil **Languages** Common, Giant
Str 17 (+6) **Dex** 14 (+5) **Wis** 8 (+2)
Con 14 (+5) **Int** 7 (+1) **Cha** 10 (+3)
Equipment leather armor, 5 flaming pitch bombs

Orc Alchemist **Level 7 Controller**
Medium natural humanoid XP 300

Initiative +4 **Senses** Perception +6; low-light vision
HP 79; **Bloodied** 39
AC 21; **Fortitude** 19, **Reflex** 19, **Will** 20; see also *alchemist's oil*
Speed 6 (8 while charging)

⊕ **Club** (standard; at-will) ✦ **Weapon**
+10 vs. AC; 1d6 + 4 damage.

Warrior's Surge (standard, usable only while bloodied; encounter) ✦ **Healing, Weapon**
The orc raider makes a melee basic attack and regains 11 hit points.

Acid Jar (standard; at-will) ✦ **Acid**
Ranged 5; +11 vs. Reflex; 1d10 + 4 acid damage, and each creature adjacent to the target takes 2 acid damage.

Caustic Glue (standard; at-will) ✦ **Acid**
Area burst 1 within 10 squares; +11 vs. Reflex; the target takes 1d4 + 2 acid damage and is slowed (save ends).

Stink Bomb (standard; at-will) ✦ **Zone**
Close blast 3; The blast creates a zone that lasts until the end of the orc alchemist's next turn. Creatures within the zone take a -2 penalty to attack rolls and to all defenses.

Alchemical Barrage (standard; recharge ⚅) ✦ **Acid**
The orc alchemist makes two attacks, choosing any combination of *acid jar*, *caustic glue*, and *stink bomb*.

Alignment Chaotic evil **Languages** Common, Giant
Skills Arcana +10, Nature +11
Str 11 (+3) **Dex** 12 (+4) **Wis** 16 (+6)
Con 15 (+5) **Int** 14 (+5) **Cha** 8 (+2)
Equipment leather armor, club, 5 acid jars, 5 glue flasks, 5 stink bombs

Orc Alchemist

After years of fighting spellcasters and alchemists, several orcs have begun to turn the craft of alchemy against those who unwittingly taught it to them. Especially clever orc mystics have begun working out primitive alchemical processes that turn natural materials into rudimentary adhesives and corrosive liquids. Tribes include several orcs who can manufacture and use a variety of crude concoctions. Although weaker than most orcs, an orc alchemist has earned respect by being especially cruel and effective. An orc alchemist bedecks itself in bandoliers and belts

of totemic items and gourds of mysterious liquids. It reeks of acrid smoke since it spends large amounts of time stirring cauldrons of noxious fluids and distilling potent creations. Even though it is slighter than any other orcs in the tribe, an orc alchemist makes up much of that missing bulk with its armor and harnesses. Typically accompanied by a corps of orc pyromaniacs (see below), an orc alchemist avoids melee combat whenever possible so that it can minimize the risk of its concoctions being spilled upon itself. Instead, an orc alchemist prefers to attack from out of reach, coating enemies in noxious compounds to make them easier targets for its melee-oriented allies.

Orc Alchemist Tactics

Covered in bandoliers and flasks of various caustic liquids, an orc alchemist is as dangerous from afar as its fellow orcs are in melee combat. For a controller, an alchemist remains relatively close to combat, and the creature is not above hitting its allies with its close and area attacks. An orc alchemist uses *alchemical barrage* at each opportunity, using whatever form of attack is appropriate given the location of its enemies. It is more cowardly than the majority of its kind, preferring to retreat if a battle looks to have turned against it.

Orc Crescent Hurler

Strength of arms defines an orc's station in a tribe. However, an orc crescent hurler claims that hitting something with your hand on the haft of an axe is cheating. True strength, says the crescent hurler, is demonstrated when your axe leaves your hand, crosses the battlefield, and still brings your enemy down. Few orcs are strong enough to dispute that claim.

Bedecked in a curious rigging of long chains fastened to a harness, an orc crescent hurler affixes battleaxes onto the ends of these chains and uses them to alternately hurl the axes and then retrieve them, ensuring that it never runs out of ammunition. Although the chains and harness look peculiar and awkward, enemies of an orc crescent hurler find their laughter cut short by a murderous flying crescent.

Orc Crescent Hurler **Level 7 Artillery**
Medium natural humanoid XP 300

Initiative +5 **Senses** Perception +8; low-light vision
HP 65; **Bloodied** 32
AC 19; **Fortitude** 21, **Reflex** 19, Will 18
Speed 6 (8 while charging)

⊕ **Battleaxe** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d10 + 5 damage.

⊕ **Chained Battleaxe** (standard; at-will) ✦ Weapon
Ranged 5; +14 vs. AC; 1d10 + 6 damage.

Warrior's Surge (standard, usable only while bloodied; encounter) ✦ **Healing, Weapon**
The orc crescent hurler makes a melee basic attack and regains 16 hit points.

Outta My Face (minor; at-will) ✦ **Weapon**
+10 vs. Fortitude; the target is pushed 2 squares.

Twin Crescents (standard; requires chained battleaxe; recharge ⚄ ⚅) ✦ **Weapon**
Ranged 5; +12 vs. Fortitude; 1d10 + 6 damage, and the target is dazed (save ends).

Alignment Chaotic evil **Languages** Common, Giant
Skills Athletics +12, Endurance +13
Str 20(+8) **Dex** 14 (+5) **Wis** 11 (+3)
Con 17 (+6) **Int** 9 (+2) **Cha** 8 (+2)
Equipment 2 chained battleaxes, 2 battleaxes

Orc Crescent Hurler Tactics

An orc crescent hurler is a savage ranged combatant that strikes from just outside melee range, while fending off foes who come too close. It frequently opens with *twin crescents* in an attempt to slow down the fastest approaching melee combatant. During a round following twin crescents, an orc crescent hurler sometimes charges an opponent or otherwise engages in melee combat, only to follow with *outta my face* to begin making ranged attacks again. The orc crescent hurler uses twin crescents whenever it recharges.

Orc Gruumsh-Sworn

Orcs sometimes maul themselves in reverence to their one-eyed god, Gruumsh, but what makes an orc Gruumsh-sworn stand out among such orcs is the fact that each one refuses to let the wound heal. Among the mightiest orcs in any tribe, an orc Gruumsh-sworn weeps blood from one eye. This barbaric badge of honor indicates the fierce fanaticism that lies in the heart of each of these heavily armored orcs. An orc Gruumsh-sworn lead groups of lesser orcs to battle, using canny tricks to reduce the effectiveness of Gruumsh's enemies. The classic counter to raiding orcs is disciplined soldiers, but an

Orc Gruumsh-Sworn **Level 8 Controller**
Medium natural humanoid XP 350

Initiative +5 **Senses** Perception +5; low-light vision
HP 90; **Bloodied** 45
AC 22; **Fortitude** 23, **Reflex** 19, **Will** 19
Speed 5 (7 while charging)

⊕ **Battleaxe** (standard; at-will) ✦ **Weapon**
+13 vs. AC; 1d10 + 6 damage.

Warrior's Surge (standard, usable only while bloodied; encounter) ✦ **Healing, Weapon**
The orc Gruumsh-sworn makes a melee basic attack and regains 22 hit points.

Leg Sweep (standard; at-will) ✦ **Weapon**
+12 vs. Reflex; 1d10 + 6 damage, and the target is knocked prone.

Hamstring (standard; at-will) ✦ **Weapon**
+12 vs. Reflex; 1d10 + 6 damage, and the target is slowed (save ends).

Sickening Cleave (standard; encounter) ✦ **Weapon**
Close burst 1; +12 vs. Fortitude; 1d10 + 6 damage and the target is weakened (save ends).

Alignment Chaotic evil **Languages** Common, Giant
Skills Endurance +13, Religion +9
Str 20 (+9) **Dex** 12 (+5) **Wis** 12 (+5)
Con 18 (+8) **Int** 10 (+4) **Cha** 9 (+3)
Equipment scale armor, battleaxe

orc Gruumsh-sworn gives even a regimented line of soldiers something to worry about.

Orc Gruumsh-Sworn Tactics

An orc Gruumsh-sworn wades into battle without hesitation. Enemies that hesitate at the sight of its bleeding wound are lost before they have a chance to defend themselves. An orc Gruumsh-sworn first tries to fight its way toward any spellcasters it can see. It tries to *hamstring* then *leg sweep* them. As melee combatants swarm in to defend the casters, an orc Gruumsh-sworn unloads its *sickening cleave* to weaken the greatest number of enemies. An orc Gruumsh-sworn willingly sacrifices itself to protect any orc Eye of Gruumsh, since orcs view them as the voice of their god.

Orc Warlord **Level 10 Elite Soldier (Leader)**
Medium natural humanoid XP 1,000

Initiative +8 **Senses** Perception +6
HP 214; **Bloodied** 107
AC 25; **Fortitude** 24, **Reflex** 21, **Will** 23
Saving Throws +2
Speed 5 (7 while charging)
Action Points 1

⊕ **Double Axe** (standard; at-will) ✦ **Weapon**
Reach 2; +15 vs. AC; 1d10 + 5 damage, and the target is marked until the end of the orc warlord's next turn.

↯ **Sweeping Assault** (standard; at-will) ✦ **Weapon**
The orc warlord makes two double axe attacks. If the orc warlord hits the same target with both double axe attacks, that target is knocked prone.

↯ **Warrior's Surge** (standard, usable only while bloodied; encounter) ✦ **Healing, Weapon**
The orc warlord makes a melee basic attack and regains 53 hit points.

Inspire Bloodlust (minor; encounter)
Each orc ally within sight of the orc warlord recharges its *warrior's surge* power.

Furious Onslaught (minor; recharge ⚅ ⚄ ⚃)
One ally within 10 squares of the orc warlord can make a charge attack as a free action.

Alignment Chaotic evil **Languages** Common, Giant
Skills Endurance +14, Intimidate +14
Str 21 (+10) **Dex** 12 (+6) **Wis** 13 (+6)
Con 19 (+9) **Int** 14 (+7) **Cha** 19 (+9)
Equipment scale armor, double axe

Orc Warlord

Only the strongest of orcs rises to the position of chieftain. Showing any sign of weakness frequently causes another orc to slay the upstart and claim the position for itself. However, some leaders find that leading one tribe isn't enough—it must have more orcs under its command. Only the strongest of chieftains can take control of multiple tribes, and they do so either through conquest or diplomacy. An orc warlord is such a chieftain, and it combines the awesome physical strength with unlikely mental prowess.

Wearing the heaviest armor it can find and wielding an impressive double axe, an orc warlord stands a full head taller than any other orc in its tribe. It also bears the inevitable and significant scars from its rise to power. When an orc warlord leads its combined tribes to war, civilizations crumble, and the righteous know the terror of unbridled chaos.

Orc Warlord Tactics

An orc warlord is an intelligent adversary who orders its allies around the field into positions of greatest advantage. However, an orc warlord also uses a lead-from-the-front strategy, charging into battle at the enemy it perceives as the greatest threat. It relies on *sweeping assault* to engage multiple foes, alternating between marking two different enemies and marking a single enemy while knocking that enemy prone. An orc warlord keeps *inspire bloodlust* in reserve until several of its allies have exhausted the power. At every opportunity, it uses *furious onslaught* to call an ally into a position where it can gain flanking against the charged enemy.

Orc Beastmaster **Level 7 Skirmisher (Leader)**
Medium natural humanoid XP 300

Initiative +7 **Senses** Perception +3; low-light vision
Pack Frenzy aura 5; any ally within the aura gain a +2 bonus to damage rolls.
HP 79; Bloodied 39
AC 21; Fortitude 20, **Reflex** 18, **Will** 19
Speed 6 (8 while charging)

⊕ **Flail** (standard; at-will) ✦ **Weapon**
+12 vs. AC; 1d10 + 4 damage.

↯ **Warrior's Surge** (standard, usable only while bloodied; encounter) ✦ **Healing, Weapon**
The orc beastmaster makes a melee basic attack and regains 19 hit points.

Combat Advantage
The orc beastmaster deals 1d6 extra damage against any target granting combat advantage to it.

Release the Hounds (minor; recharge ⚅ ⚃)
Each allied natural beast within 5 squares of the orc beastmaster can shift 1 square as a free action.

Sick 'Em (immediate reaction, when hit by a melee attack; at-will)
An allied natural beast adjacent to the attacker can make a melee basic attack as a free action against the attacker. The orc beastmaster then shifts 1 square.

Alignment Chaotic evil **Languages** Common, Giant
Skills Intimidate +11, Nature +8
Str 19 (+7) **Dex** 14 (+5) **Wis** 10 (+3)
Con 15 (+5) **Int** 10 (+3) **Cha** 16 (+6)
Equipment hide armor, flail

Orc Beastmaster

When a lord keeps a hound, it frequently does so for companionship. When orcs keep hounds, the creature is strictly another way to kill. An orc beastmaster has perfected the art of bringing forth the killer instinct in those around it, and it keeps the war beasts for the tribe. In terms of tribal interactions, a beastmaster feels more comfortable with its creatures than with other orcs because it holds a position of power among its beasts—one that it cannot hold over other orcs. Few tribes have beastmasters in their ranks—most orcs would rather eat an animal than try to train it. But a few, especially if a tribe has an other-

wise steady food supply, will allow for the presence of beastmasters, knowing that the hounds they train will be fearless and deadly allies.

An orc beastmaster is the filthiest of orcs, with completely unkempt hair, a stench that lingers even after it leaves the area, and soiled hide armor. One look into the bloodshot eyes of an orc beastmaster reveals a feral quality that can make any civilized person nervous. Because it exhibits such frenzy upon the battlefield, even its orc allies are prompted to greater feats of savagery. When an orc beastmaster takes the field, wise opponents take note, for while an orc beastmaster is not the head of the tribe, it might well be its most dangerous member.

Orc Beastmaster Tactics

An orc beastmaster works together with its beast allies to find positions on the battlefield from which it can gain combat advantage. It also tries to keep at least one allied beast next to it, which allows it to use *sick 'em* at every opportunity. An orc beastmaster tries to identify foes that rely on mobility in combat, then moves itself and its beasts up to that foe to encircle it. Once it has accomplished this, it uses *release the hounds* to prevent the foe's escape.

Pack of Hounds

Kept in pens near the fringes of an orc tribe, the tribe's hounds enter battle more than they hunt, since they are kept in a state of near-starvation. Though formidable in their own right, a pack of hounds becomes a thing to fear when led by an orc beastmaster. Survivors of battles with an orc-led pack recount the terror of facing a throng of ravenous hounds, and those who hear such tales might show more caution when encountering a hound in the wild.

Pack of Hounds	**Level 6 Soldier**
Medium natural beast (swarm)	XP 250
Initiative +7 **Senses** Perception +8	
Harry aura 1; while an enemy grants combat advantage to the pack of hounds, any enemy that starts its turn within the aura is slowed until the end of its turn.	
HP 72; **Bloodied** 36	
AC 22; **Fortitude** 19, **Reflex** 17, **Will** 18	
Resist half damage from melee and ranged attacks; Vulnerable 10 against close and area attacks	
Speed 6	
⊕ **Bite** (standard; at-will)	
+13 vs. AC; 1d8 + 5 damage.	
⸸ **Savage** (standard; at-will)	
Targets bloodied enemies; +13 vs. AC; 2d8 + 5 damage.	
Alignment Unaligned **Languages** –	
Str 19 (+7) **Dex** 14 (+5) **Wis** 10 (+3)	
Con 16 (+6) **Int** 1 (-2) **Cha** 8 (+2)	

Pack of Hounds Tactics

A pack of hounds is a slavering group of dogs that mindlessly assaults any enemy against which it is loosed. The pack heeds its master, or for lack of guidance, mindlessly attacks any creature it perceives as an enemy, such as those attacking it. The pack of hounds is usually loosed upon mobile enemies, which allows its *harry* aura to slow their movements on the battlefield. The animals are also starved, though, so they divert their attention to any bloodied enemies to savage them.

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Ecology of the Deva

by Chris Sims

illustrations by Howard Lyon

Neither fire nor wind, birth nor death can erase our good deeds.

–Prince Gautama Siddhartha, Buddha

Do not be too moral. You might cheat yourself out of much life so. Aim above morality. Be not simply good; be good for something.

–Henry David Thoreau

Most immortal beings are separate from the world. They live on another plane altogether, detached from the worldly concerns. Angels and devils, gods and exarchs pursue otherworldly agendas in the Astral Sea, often without concern for the world.

Not so with devas.

Devas are immortals who chose to join the world on its perilous journey. Although a few of these strange beings transcend the mortal plane, most are bound to whatever fate the world suffers. As a people, devas struggle to make sure that destiny is a positive one.

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History

As a race, devas are among the eldest beings in the world. In the earliest days of existence, they were goodhearted angels, some of whom served the good gods. Looking upon the forming world, these angels felt a yearning they could not resist. They descended from the heavens to take on mortal seeming out of a love for the world's countless wonders. Out of a desire to protect and nurture, they came. With a desire to experience the world, they manifested in the world.

To do so, legend holds, the would-be devas made contact with the great primal spirits awakening in the ancient world. With these spirits they struck a bargain. The angels gained the ability to manifest in a form like that of worldly humanoids, but they had to bind themselves to the world. Never could they return to the Astral Sea. Caught in the endless coils of the World Serpent, the would-be devas would make the world their home . . . forever.

Although the primal spirits recognized the purity of the angels' intentions, the spirits also wisely saw the changeability of creatures born into the world. They knew that this dynamism helped ensure the cycles of nature continued. So the spirits sought balance, naming another price as part of the bargain. As long as the angels manifested as devas expressed virtue, they could be reborn in immortal bodies marked by their astral heritage. In this "Wheel of Rebirth," as devas name it, each deva's memories would be preserved by tenuous connections carried from life to life. However, deviation from the high ideals the angels professed could cost a deva everything.

The spirits declared that a "fallen" deva—one who became corrupt and valued worldly desires in wicked ways—would not escape the Wheel of Rebirth. Instead, that deva would be reborn in a form that revealed his or her wickedness in bestial features. Such beings, bearing the memories of lifetimes with them and serving evil ends, would be the bane of devas and other mortals.

Assured of their ability to remain pure despite the temptations and trials of the world, the angels who became the first devas agreed to the bargain. Their immortal forms fell away as they passed into the earth and into the care of the primal spirits. After a period of vague dreaming, each awoke alone and in an unfamiliar body. Each made his or her way in the early world.

These were but the first among a host of angels that made the world their permanent home in the dawning of time. When the Dawn War began to rage across existence, more good angels came earthward to defend, lead, and teach other mortals. Among these astral warriors were more servants of the good gods than came in the earlier days. All struck a pact with the primal spirits, an agreement that evil angels seemed unable or unwilling to make. They then took up the cause of the gods against the primordials.

When the primal spirits declared an end to the Dawn War, the gods and primordials left the world behind. It became a middle place where matter and spirit can coexist in a vibrant manifestation of possibility. Devas endured as they had before—as zealous astral spirits tied to the mortal world and to fate.

Another myth attributes the emergence of devas to this particular time. During the war across the world, numerous angels had developed affection for the place and its creatures. They had relationships they refused to sever and desires they could not fulfill as immortal servants of the gods in the distant Astral Sea. Although this tale differs in its timing, the manner by which the devas tied themselves to the world remains much the same. This fable indicates that only some gods, none of them evil, gave their servants this freedom of choice. It also suggests that only the noblest angels were willing to give up the glory of life in the Astral Sea for a series of incarnations in the world.

No matter what the truth of deva origins, it was by the leave of the primal spirits that angels could manifest in the world as devas. The assent of the primal spirits for such a transition between planes disappeared when the Dawn War finally ended for good. The same ban that holds the gods and primordials away from the world prevents the creation of new devas.

From their beginning, devas have led lives largely isolated from one another. Unlike tieflings and dragonborn, devas have never been numerous enough or in close enough contact with each other to raise a deva empire. Regardless of this, few devas have lived quiet and peaceful lives in which they influenced little in the way of goodness and progress. Devas are drawn to oppose evil and to thwart oppression, as well as to ease suffering.

Some of the world's greatest heroes have been devas or those with deva heritage. A few of the vilest villains known to history have also been devas. A deva seldom falls so far from a state of grace that he or she cannot reincarnate as a deva. Those who do fall know it, and the certainty of reincarnation as a rakshasa leads such devas to embrace evil without regret or remorse.

Devas cannot die, but most sages suspect that devas are a still race in shallow decline for a couple of reasons. Those who become rakshasas diminish the number of devas in the world, to be sure—but it seems likely that devas still outnumber their evil counterparts. Devas can also transcend the world (see "Culture" and "Religion"), evidenced by the few legendary devas who have reached such a state. Still, one might consider a transcendent deva to still be a deva. Further, devas and those who study them suspect that a parallel reincarnation cycle affects rakshasas, which begs numerous questions. What happens to a rakshasa that redeems itself? Can a rakshasa become a deva again? If so, how?

Physiology

The physiology of a deva is much like that of other humanoids—humans in particular. As living creatures, devas have physical needs and capacities for which their bodies are shaped. Much of this shape is a result of the deal the original angels made with the primal spirits. To experience the world, devas received a form suitable to the world. Their striking differences from humans and other humanoids are what set them apart and mark them as worldly creatures with a truly otherworldly origin.

Appearance

Deva bodies are almost always perfectly formed by the standards of attractiveness humans and similar races, such as elves and eladrin, hold. As a being with a soul from a realm where form follows thought, devas have some unconscious influence on the form in which they manifest. Therefore, a typical deva is tall, slim, and athletic. He or she has an imposing air, along with poise and grace few can match. Combined with the pleasant personality most devas have, this physical perfection makes devas extremely attractive to other humanlike humanoids.

An ideally shaped body is essential for working well within the world. When a deva deviates from this expected norm it is because he or she has suffered grievous harm, such as the ravages of a disease or severe injury. Even so, where life continues, a deva's body eventually recovers from all but the most debilitating injuries, reshaping itself according to the soul's superlative model. Occasionally, however, the deva has elected—in a past life, and perhaps even unconsciously—to experience the world in a different way during a particular incarnation (see "Psychology" for why). Further, even the most robust devas can't regrow lost limbs and organs.

Despite the fact that deva bodies are usually ideal, devas are clearly marked as "other" by their unusual skin, hair, and eyes. Deva skin harkens to the coloration of the heavens, varying in hues of blue, violet, gray, or black. A deva's body also has lighter areas that are white or pale gray, and the lighter or darker areas might be dominant. The two colors that make up a deva's skin tone form patterns unique to the individual. These hues, or only one of the two, also color the deva's hair, although some variance has been seen, often stemming from a past-life event. Although the weight of a deva's gaze is always apparent, deva eyes are pale gray or white, without an iris or a pupil.

Deva coloration and patterns are thought to be marks primal spirits imparted to show a deva's particular past-life experiences, lineage, and/or destiny. Therefore, they are sometimes referred to as "signs." Similarities in signs can indicate a pair of devas is related in some way, but the rarity of the deva species and the devas' habit of concerning themselves with tasks that are more important than academic pursuits make detailed study of signs difficult. Another limiting factor to subjects for study is that a single deva is immortal, and so he or she might outlive generations of a would-be studier's people.

Life Cycle

Devas are immortal beings, and from the beginning of their existence as a people they have sprung into the mortal world as fully formed adults. A deva's immortal nature manifests as agelessness. It, along with the tie to the world from the bargain with the primal spirits, also shows up in the uncanny deva ability to reincarnate.

Although a deva comes into the world as an adult and does not age, a deva can die. Disease takes a few. Violence takes a greater number—rare is a deva who remains passive in the face of threats to people, places, and objects he or she loves. Those who make it to an age other races might consider elderly are frequently still hale. But world-weariness or a desire for a fresh perspective can lead such devas to "drop the body," which is a deva phrase describing the transmigration of a deva soul out of a physical body without the presence of any other condition normally required for death. Such devas simply choose to die for the sake of achieving some other desire.

When a deva dies, his or her body remains like those of other mortals, although some who drop the body have been said to disperse as motes of light. Whatever the case with the body, a deva's soul doesn't go to the Shadowfell like the souls of other mortals do. Instead, the soul stays in the world where it is bound by the ancient primal pact. The soul undergoes the "bodiless dreaming," as devas call the period between incarnations. During this time, the soul wanders the spirit realm of the world, and some claim it experiences up to an entire lifetime in that ephemeral region of time and space. What the soul does in the spirit realm is a mystery, but the few revelations that exist suggest that the deva acts as a powerful ancestor spirit and caretaker of the world even in this in-between space.

Stories of this "bodiless dreaming" come from various sources, including druids, shamans, and others who interact most directly with the primal spirits. It is said to be a blessed state wherein the deva remembers all lives lived and can put that knowledge to use. The most compelling proof of this state comes from a small number of devas who have had what devas call "bodiless waking," "waking dreaming," or "disincarnate." Such devas are between physical bodies, but through strange fate, outside influence, or powerful willpower, they can interact with the material world as ghostlike beings. These "disincarnates" often remember more than one past life. They usually work to fulfill some unfinished task from the previous life or to help the progress of the world. Some serve the aims of mighty primal spirits, while others strive to avoid or hasten reincarnation. A fraction of such disincarnates is wicked or corrupt,

sowing mischief from the spirit realm and perhaps trying to evade reincarnation as a rakshasa.

The time a deva spends between bodies is variable, but it is almost always more than a year and often seven years, or more. Tales have spoken of devas who die and fail to reincarnate for more than a century, but such legends include an unusual factor, such as a particularly horrible death or a long period of disincarnation. During this time between incarnations, a dead deva can be raised from the dead if he or she is willing and if the ritual is powerful enough. Rituals also exist that allow a ritualist to speak to a departed deva's wandering soul.

When the bodiless dreaming comes to an end, the deva reappears in an explosion of dazzling light at a safe place sacred to the spirits and, at times, the gods. A humanoid body spontaneously forms from available elements in the environment, aided by the primal spirits. The deva's new physical body-mind, more limited than a spiritual form, cannot contain the weighty memories of myriad lifetimes. These slip away so the deva can experience life anew, unpolluted by notions formed in another time and place. However, such memories remain ingrained just out of conscious reach, accessible in meaningful visions, insights, and dreams. The deva's new body and mind are wholly different, perhaps even down to the sex.

Even though they have sexual characteristics, devas cannot propagate their own species. This being the case, a few among the wise have wondered why devas incarnate in bodies that are clearly and functionally masculine or feminine. Strangely, devas can and do mingle with some other humanoid species, passing a measure of angelic power into nondeva bloodlines. Those who have a deeper understanding know the primal spirits intended this manifestation of the astral within the natural humanoids of the world all along—perhaps even as a balance to the elemental genasi, who have a history at least as long as that of the devas.

PSYCHOLOGY

When a deva is reborn, his or her personality is mostly formed. Although past life experiences and drives influence this new personality, it is wholly new. The deva can function as a mature and responsible adult, with morality according to the current incarnation's inclinations. Life's trials and experiences, of course, shape a deva's views, but the typical deva is simply born good.

From this beginning, a deva has a strong personality and, most often, an overwhelming yearning to do good. A powerful will coupled with strong desire and purity allowed a deva to incarnate in the world for the first time. Multiple lifetimes, perhaps uncountable, have shaped that resolve and drive. Each deva is unique, but they share common personality traits rooted in the truths of their being.

Purpose drives a deva's daily existence. Although the purpose might differ from deva to deva, few devas while away the years idly. The principles and aims driving a deva's life are sometimes mysterious, linked to unfulfilled goals and flashes of memory from previous incarnations. More often, however, a deva has clear goals related to his or her current incarnation, personality, and circumstances.

Dedication to a goal, ideal, and/or cause comes easily to devas. Immortality facilitates this tendency in more than one way, tempered by the deva tendency to fix problems. First of all, a deva realizes he or she has time to accomplish a task, but a deva is rarely content to wait and see when direct action might work. Secondarily, a deva knows that death is not the end, and therefore he or she pursues aims with a fearless zeal. This keenness can border on or spill over into fanaticism in some cases.

Even so, thoughtfulness and tolerance tempers the zeal of most devas. Numerous lifetimes in the world give each deva a broad, subconscious sense of the wondrous diversity creation holds. A deva's heart

Knowledge of the Devas

Arcana

DC 10: Devas have a talent for various forms of magic power. This natural talent comes from their incisive minds and curiosity. Their power is honed through each deva's perfectionist nature.

History

DC 10: Devas appear regularly in chronicles from very early times, and they rarely play merely minor roles in major events. It seems they are a people given to action and greatness.

DC 15: Devas are few in number. Their population is spread widely across the world so much so that two devas are seldom in close proximity to one another.

DC 20: Devas are bound to the world through an ancient pact good angels made with primal spirits. This is the source of their ability to reincarnate. The primal spirits no longer allow angels to incarnate as devas in this way.

DC 25: The Vale of Descending Stars, a lush region of primal wilderness, contains a platform and henge shaped of rocks that seemingly emerged from the earth fully formed. Around this location are the remains of an ancient settlement. Legend has it that this is where angels who became the first devas made their bargain. The word spread from the vale across the world among angels who wanted the same transformation. Some remained or came to the valley in the early days, until time scattered the devas. Some whisper that rakshasas have since claimed this holy place, which has connections to the Astral Sea.

Religion

DC 10: A character with this level of knowledge knows the general traits of devas—such as the fact that they are immortal humanoids who reincarnate when they are killed.

DC 15: A character with this level of knowledge knows the details of deva physiology and development, as well as the intricacies of their society. For instance, devas have strong ties to the Astral Sea because of their origins as angels that chose to incarnate in the world in humanoid form.

DC 20: A character with this level of knowledge knows the details of deva reincarnation, such as soul recognition, bonded incarnation, and corrupted devas reincarnating as rakshasas.

DC 25: The Raven Queen bears no ill will toward devas, despite the fact that devas seem to be outside the normal cycle of life and death. Devas experience death and loss, as well as the renewal that death allows. Some devas break the cycle of reincarnation, and a few of those have truly passed into death.

smiles at the possibilities the world holds, and he or she feels a strong pull to nurture these possibilities.

Most devas are fine with the practices of a culture or individual, as long as such customs or deeds do no harm. Further, devas stand up for the rights of others to express their beliefs and desires in progressive and positive ways. A deva judges events and creatures situationally, rather than according to traditions or preconceived notions. For instance, a deva is unlikely to help quash a cult if that cult is improving the lives of others—even if the religious authority in an area disapproves of the cult. A deva is more likely to pay for the bread a street urchin stole to feed himself and his sister rather than punishing the desperate child for stealing.

Love and a desire for bettering the world deeply color the actions of the typical deva. Even a zealous deva tries to find the good in a situation and to bring that good to the fore. A deva also gives freely of skills, time, and resources, seeing everything as transient but wishing to ease suffering. Open-mindedness and enthusiasm lead a deva to apply this giving nature across all aspects of life.

This is because devas enjoy being in the world, and they love exploring and experiencing it. They like to have contact with a diverse set of acquaintances and friends, and they prefer variety in their experiences. The deva capacity for love, influenced by the willingness to explore life, also leads devas to engage in deeper relationships, even marriage, with other humanoids that are much like them in physical structure and size.

Any kind of relationship with a deva—enemy, friend, or lover—is intense. Devas are ardent in their emotions, although the typical deva is seldom given to outbursts of so-called negative feelings. Righteous outrage is more likely than self-indulgent wrath, for instance. But when a deva feels an emotion, those close to him or her know it. A deva is honest about his or her feelings and thoughts, only holding back when the truth might injure another or decorum demands

restraint. Even then, a withering glare or smile shown in the eyes might give the deva away.

Most devas are too collected, however, to give away any emotion unintentionally. Devas are exceedingly self-aware. What seems like self-control and preternatural calm to others is really just a deva's willingness to look at his or her emotions and points of view with a measure of detachment. This objectivity stems from the deva's intuitive connection to the experiences of countless lifetimes, as well as a willingness to be honest despite appearances. Again, things of the world are transient—especially emotions—and oftentimes a deva can't shake the feeling that this has all happened before.

Deva calmness isn't altogether mystical, however. Their unique origin and history provides the mental space for devas to foster grace and sophistication. Their tendency toward kindness allows devas to see the best in situations and people. Reincarnation carries with it the fleeting influences and tastes of past lives, meaning that devas are also born with sensibilities refined in ways a human couldn't hope to acquire in one lifetime.

Striving for perfection is also part of the deva psyche. What a deva lacks in natural inclinations or mystical refinement, he or she makes up for by living purposely in a way he or she considers right. In fact, devas believe that focusing on smoothing out rough mental and spiritual edges ensures outcomes—in this life or the next—that are more favorable. A few devas also seek perfection in the belief that reincarnation has this as one of its purposes, and that one can transcend reincarnation through perfection.

For this reason, devas don't shy away from unpleasant experiences—although neither do devas seek or perpetuate such. Suffering can point one in the right direction to go in a worldly life. Such events shape the deva's personality going forward in time, and they can lead to enlightenment through the understanding and overcoming of suffering or disability. In such sorrows, a deva also expands his or her compassion.

Although suffering is sometimes necessary as a pointer, devas know it is not essential to existence. Few devas allow others to suffer if the deva has the power to lend a hand. Unknowable are the paths of fate, and when destiny places the needy under the eyes of one who can help, the message is clear. Devas recognize that part of perfection is harmony with the world and its inhabitants. Part of harmony is working together for the good of all.

Devas strive for perfection. For various reasons, few have accomplished such an ideal. Devas are fallible. Enthusiasm and curiosity can lead a deva astray, away from ideals, toward pleasure, or into worse fates. Some stumble into wickedness and find they cannot turn back, while a few walk knowingly toward evil and become irredeemably corrupted. Less grim, perhaps, is the fact that devas are bold doers all too willing to stand in the breach to save and protect others. Countless devas die before perfection becomes a realistic option. Then reincarnation forces them to start over, at least in a manner of thinking.

All devas know that with death comes the loss of all concrete connection to the life they now know and love. This disconnect—the disappearance of memory, of all that one is, into the hazy past—is a typical deva's greatest dread. (Few tread a path so dark that they actually fear reincarnation as a rakshasa.) Yet so fearless are these immortal folk that one would quickly choose a courageous death over survival at the cost of allowing others to suffer and die. Loss of memory is a price worth paying to make the world a better place.

Culture

Time, space, and the fickleness of memory separates devas. They have no lands to call their own, and few threads of history unite them. A deva might die only to reincarnate half a world away from the place of

death. Nevertheless, devas have a shared ancestral memory all the way back to their original incarnations as angels. Through this, devas share traits that can be described only as cultural.

Society

No overarching deva society exists. Incarnated as fully socialized adults, and advantaged with unearthly beauty and a wholesome reputation, devas have little trouble integrating into other societies. Most non-evil humanoids welcome a deva among them. A deva lives where he or she feels comfortable and useful, usually in a larger settlement. In such a place the deva builds a home and relationships, and mixes with the population.

This is not meant to suggest that a deva disappears among the masses, becoming one with the crowd. On the contrary, devas are exemplars and leaders among their fellow citizens. A deva might champion social causes that increase health, justice, and prosperity. He or she might devote time and talent to defending the populace from monsters and evil. Often, a deva does both.

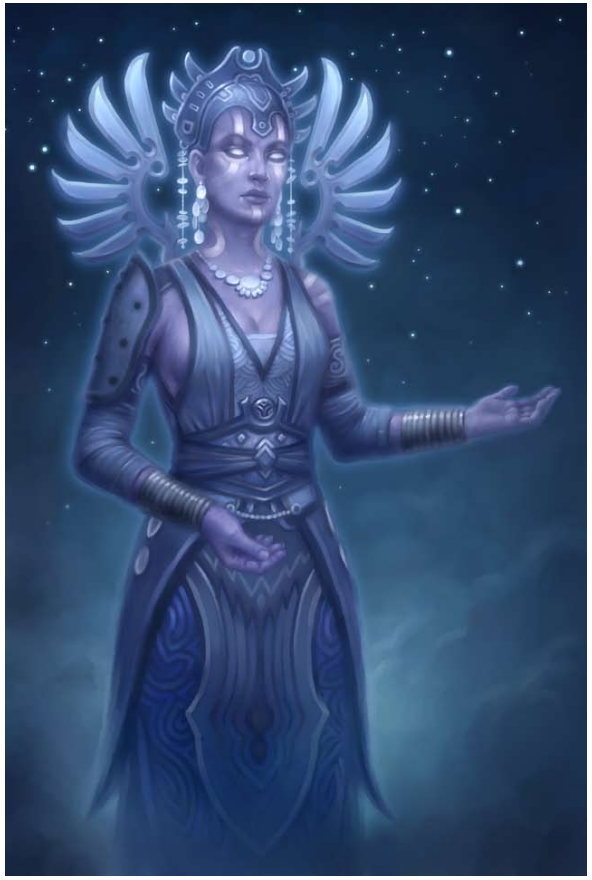
In this active role, a deva quickly makes friends and gathers hangers on, and he or she surely makes a couple of enemies. Amiable and giving, a deva is likely to have a large circle of admirers, fond acquaintances, and boon companions. In a deva's mind, close friends form his or her family or clan.

Devas can also have actual families, although this practice can be hard on those involved. A deva might marry, and he or she can even have children with a nondeva. When this happens, the family unit is very important to the deva. Devas nurture their loved ones, taking proper responsibility and teaching youngsters with the utmost care so that they know right from wrong. Immortality, however, can force a deva to watch a beloved spouse and children age and die. The deva's family must relate to their ageless member, as well as his or her nature as a heroic seeker of spiritual perfection.

Some of this applies equally to normal friendships. Getting along as or with a deva isn't always easy. More than one deva has fallen while attempting to relate to the world.

Rebirth and Death

Devas aren't reborn just anywhere. Specific areas in the world seem to be focal points for reincarnation. These places are usually sacred in some way, either to the primal spirits or to the gods. Most commonly, reincarnation occurs in a hidden, pristine natural locale. Guardian primal spirits keep the vicinity free of danger and provide the deva with what he or she needs to move forward in a new life. Occasionally, such a place has humanoid stewards as well, and these persons are likely to be helpful toward the deva. Even when a place is sanctified to the gods, the primal spirits are involved somehow. A godly reincarnation spot is more likely to have humanoid keepers who see the deva's arrival as a holy omen. If the spirits don't provide for the newly born deva, these humanoid caretakers are likely to do so.



The occurrence of reincarnation is unpredictable, and thousands of possible sites exist across the mortal world. Only rarely does a location become a target for evil creatures, much less become lost to corruption. Even when one is, devas simply cease reincarnating at that spot until it is reclaimed. The spirits and forces of good move aggressively to do so.

Bonded Incarnation

In exceedingly exceptional cases, two or more devas have a strong bond that sees them reincarnated at the same time and in the same place. Two is the usual number. Devas and primal spirits refer to the rebirth of two devas in this way as "twinning," while the birth of more devas is called "bonded incarnation." The link for bonded incarnation might be as simple as love or a shared set of beliefs and goals, or as complex as a plan concocted by two deva souls during a period of waking dreaming.

Soul Recognition

Clear memory fails devas when they reincarnate, at least until one approaches or achieves transcendence. Still, devas have been known to instinctively recognize creatures, objects, and places important to them in a past life. Similarly, those

who knew a deva in a past incarnation might have a similar experience when they meet the same deva in its current incarnation. Animals are particularly affected by this occurrence. Devas call this phenomenon "soul recognition."

Soul recognition occurs most often to facilitate renewing of contact among old acquaintances or to impart an important piece of information to the deva. Fate seems to have a hand in soul recognition, too. Seldom do two devas meet each other, a rarified event on its own, and fail to have a soul recognition moment.

Death

Death usually comes quickly to devas, since many die in battle against evil. A deva is rarely concerned with what happens to his or her body after death, seeing the body as a mere shell to contain the soul. On the other hand, a deva is very respectful of the dead, honoring them in whatever way seems appropriate or necessary.

A deva who plans to drop the body might surround the event with some ritual or celebration of life. When transcendence is assured but the body must pass, a deva might undertake similar rituals or celebrations before dying. Devas are unified in preferring that their loved ones not grieve for them, since death is surely not the end. To nondevas, this philosophical point of view is easier said than done.

Magic

Devas are magical creatures—of this there is no doubt. They are also incisive, clever, and altogether strong of mind. The arcane power that flows through the planes sings to some devas, drawing them to experience its flow. As with all aspects of life, a relationship to the arcane is personal and spiritual to a deva. Mastery of arcane forces, like the mastery of the self, requires exploration and firsthand knowledge. No path of arcane skill reflects the deva mindset better than that of the wizard. Being a wizard means dealing with arcane forces without intermediaries, such as a warlock has, or taking a connection to the arcane for granted, as a sorcerer might.

A deva uses magic with precision, favoring astral and angelic energies that are unlikely to go out of control, such as cold, lightning, psychic, radiant, and thunder. On the battlefield, a deva magician is composed and deadly. Guided by careful study and clear intent, he or she directs magical forces to bring conflict to a favorable outcome. In doing so, a deva is careful to manage collateral damage to friends, innocents, and the environment. Control comes naturally to devas in the way they practice spellcasting, as well as the way they help their allies and hinder their enemies.

Religion

To devas, life is a personal spiritual journey for the individual and for those with whom the individual has contact. Religious beliefs and practices are private to devas, and each deva prefers to keep a relationship with gods and/or godlike entities as he or she sees fit. Equally, a deva respects the beliefs of others—unless those beliefs are malevolent or harmful. Deva clerics, for instance, gain converts by being a shining example of the tenets of good deities rather than by actively seeking or preaching. Few devas are members of any specific religious order, and anyone a deva influences is unlikely to be directed toward an institution. Instead, such a one might be encouraged to seek the holy on a very personal basis, as the deva does.

A deva might show respect at a shrine or even offer sacrifices at a temple. However, devas live their spiritual beliefs instead of saving their piety for holy days and the temple sanctuary. They are also open with displays of religion when doing so is not offensive to others. For instance, most devas devote time to restful meditation. A deva might openly vocalize small prayers throughout the day, even invoking differing deities for different events and tasks. He or she might make a ritual offering at a certain time of day or when omens dictate. A specific action could be ritualistically performed. Each deva has quirks surrounding his or her individual spirituality.

Direct connection is important to devas. Divine power is the ultimate expression of such a link to the deities, so that source of power is particularly appealing to devas. This is one reason why invokers—unequivocal conduits of divine power—are common among devas, as are clerics. Similarly, direct ties to the primal spirits might appeal to a deva, and a shaman has the closest relationship to these spirits. The druid is a close second.

Transcendence

Eventually, and sometimes intuitively, devas learn of the concept of transcendence. Stripped to its most basic meaning, this word refers to a deva rising above the normal state of deva being. It connotes removing oneself from the Wheel of Rebirth by reaching an ultimate level of spiritual perfection. A deva who reaches transcendence invokes a secret part of the agreement with the primal spirits. Such a deva is no longer bound to the world and resurrection. At the next death, the deva is free to choose another path. Commonly for a transcendent deva, all the details of all the deva's past lives can be recalled at will.

Although few devas accomplish this sort of transformation, the outcome for each transcendent one is different. A deva who becomes an exarch or other sort of immortal being, maintaining his or her current incarnation across the ages, is a transcendent being. So is one who breaks the bonds of reincarnation and passes into legend and beyond the mysterious veil of death. Other devas transcend the

Wheel of Rebirth but voluntarily remain in the world among its greatest spirit guardians and teachers.

Art

Deva artistic expression, from architecture to smithing, is cerebral, simple, and elegant. It also is only a part of the average deva's active life—devas have and engage in diverse interests. Spiritual themes are common—angelic, primal, and godly. Devas engage in artistic endeavors for the experience and refinement doing so offers. They are careful and patient, creating elaborate works that evoke precise emotions or present otherworldly beauty. Many deva artisans see performing the work of creation as a form of meditation on the nature of existence and reincarnation.

Thus, even if it is later displayed or used, a deva's artistic work is intensely personal—a labor of love. If the work is intended as a gift, it expresses what the deva feels about or sees in the receiver. Whether a created object later brings social or monetary reward is of little concern to a deva. This fact doesn't change another: The end result of a deva's toil is usually breathtakingly exotic or beautiful, and often suited only to a specific person.

In this vein, devas take the most care with their personal look and environment. Although devas prefer a simple lifestyle, they take the time to give everything a touch of beauty. A deva wears fine clothes and uses fine tools, and keeps such items in good condition. A deva's living space is clean, with even utilitarian objects given an ethereal or angelic flair.

Leisure

When life is about accumulating experiences and learning, how one spends one's leisure time becomes important. Devas are relaxed about leisure activities, even though they like to spend their time well. Devas don't feel they always have to have something tangible to show for their leisure activities—a closer bond of friendship might be more valuable than learning something new. Further, devas usually feel they have plenty of time to engage in each activity to the fullest. Devas love celebrations (and sweets), sporting events (as participants or spectators), games (especially intellectual ones), and the like. They also enjoy whiling away the time with a good conversation, the more philosophical the better. Crafting and decorating is also another deva leisure pursuit.

Devas have little use for what some consider to be leisure activities. They avoid dissipation and indolence, although they might tolerate such in others. However, a deva cannot abide activities that harm or abuse some of the participants. For instance, no normal deva would put up with a gladiatorial event in which the bouts are unfair or the participants unjustly coerced. That said, most devas work within the law to change distasteful aspects of society. Doing so might be another "leisure activity" for a heroic deva, who takes up sword or spell against darker facets of life.

Feats

Devas and those related to them have access to an array of feats in every tier.

Bloodline Feats

The Deva Heritage feat and related feats are bloodline feats. All bloodline feats are noted as such in the feat's name. You can have bloodline feats of only one type. If you choose the Deva Heritage feat, you can have only Deva Bloodline feats.

If you are a deva, you have a couple of considerations with regard to bloodline feats. You can choose Deva Heritage, but you don't need to do so to access Deva Bloodline feats. Taking Deva Heritage just means you have focused on your angel heritage, strengthening its expression. Since devas don't have deva children, bloodline feats other than Deva Heritage are hard to come by without a unique story. It's ultimately up to the DM whether you, as a deva, can acquire other bloodline feats.

Heroic Feats

Any feat in this section is available to a character of any level who meets the prerequisites.

Battle Intuition

Prerequisite: Deva

Benefit: You can use your Wisdom modifier in place of your Dexterity modifier to determine your initiative bonus. Additionally, you gain a +2 feat bonus to initiative checks.

Deva Heritage [Deva Bloodline]

Prerequisite: Living humanoid race

Benefit: You gain astral splendor as a utility power. Also, you gain a +2 bonus to Perception and Insight checks against angels, devas, devils, and rakshasas.

Astral Splendor **Feat Utility Power**

You take on an imperious aspect, and silvery light—that of your astral soul—shines from your eyes, mouth, and heart

Daily ✦ Stance
Minor Action **Personal**
Requirement: You must be not bloodied
Effect: Until the stance ends, enemies take a -2 penalty to attack rolls made against you. You also shed bright light within 6 squares.
Special: This stance ends when you become bloodied.

Heavenly Heritage [Deva Bloodline]

Prerequisites: Wis 13, deva or Deva Heritage
Benefit: When you take cold damage or fire damage, you gain a number of temporary hit points equal to your Wisdom modifier.

Immortal Skill

Prerequisite: Deva
Benefit: When using *memory of a thousand lifetimes* to modify a skill check or ability check, you treat a result that is lower than the average for the die you roll–3 for d6 or 4 for d8–as the average.

Radiant Recovery [Deva Bloodline]

Prerequisites: Con 13, deva or Deva Heritage
Benefit: When you hit with or are damaged by an attack that has the radiant keyword, you gain a number of temporary hit points equal to your Constitution modifier.

Scourge of the Fallen

Prerequisites: Deva, good or lawful good alignment
Benefit: When using *memory of a thousand lifetimes* to modify an attack roll against an evil immortal creature, you can also add the result to your damage roll.

Upright Revival

Prerequisite: Deva
Benefit: If you drop to 0 or fewer hit points and fall unconscious, when you regain 1 or more hit points and become conscious, you stand and shift 1 square as a free action.

Paragon Feats

Any feat in this section is available to a character of 11th level or higher who meets the feat's other prerequisites.

Immortal Resilience

Prerequisites: 11th level, deva, Immortal Skill
Benefit: When using *memory of a thousand lifetimes* to modify a saving throw, you treat a result that is lower than the average for the die you roll–3 for d6 or 4 for d8–as the average.

Remembered Mother Tongue

Prerequisites: 11th level, deva
Benefit: You can speak, read, and write Supernal. If you wish it, listeners who don't speak Supernal can understand your words as if you used their native language.

Shared Channeling

Prerequisites: 11th level, deva, Channel Divinity class feature
Benefit: Your Channel Divinity powers that have a range of personal gain a range of close burst 5, enabling you to target yourself or one ally within the burst. If the power has a trigger, you or the ally can trigger the power, but the triggering creature must also be the power's target.

Epic Feats

Any feat in this section is available to a character of 21st level or higher who meets the feats other prerequisites.

Immortal Prowess

Prerequisite: 21th level, deva, Immortal Resilience
Benefit: When using *memory of a thousand lifetimes* to modify an attack roll, you treat a result that is lower than the average for the die you roll–3 for d6 or 4 for d8–as the average.

Winged Revival

Prerequisites: 21th level, deva, Upright Revival
Benefit: As a free action triggered when you stand due to Upright Revival, you can fly a number of squares equal to your speed.

Enemies and Allies

Devas are champions of the innocent and the righteous. Since they live among other races, and they have personality traits that make them easy to like, devas work well with a variety of people. Equally, nondevas usually admire devas and look to a deva as someone who can be relied upon to do right and abide by the law. Long-lived races, such as eladrin, have a better handle on the deva mindset. Through this like-mindedness, some devas end up in the Feywild, enjoying a circle of friends less likely to dwindle and disappear over time.

A deva is likely to be the center of a party of heroes. When that's not the case, a deva is often a lone do-gooder. When one meets a deva, an honest request for the deva's aid in a good cause is apt to be answered positively. Normally, devas stand against all evil–especially that of the Astral Sea and Elemental Chaos. Most evil beings return this hostility, although some–devils, for instance–prefer to target devas for corruption.

It must be remembered that devas are indeed corruptible. The existence of rakshasas proves this, which most devas willingly admit. Good-hearted devas consider their corrupted kin only marginally

better than rakshasas. Both are capable of great wickedness, yet legend holds that both are potentially redeemable. Still, an evil deva is a fearsome opponent. He or she has the fearlessness and zeal of any other deva, but these qualities are turned to iniquitous ends. Evil devas, knowing the fate that awaits them, are more likely to fear death and fight viciously to avoid it.

Even in between incarnations, a deva can be an ally or an enemy. Some deva disincarnates can manifest in the world to pursue their goals. When one does, the disembodied soul might seek out agents to influence or students to teach, for good or ill. The wisdom imparted from the world of the spirits is profound indeed, made more so when it comes from a being that can remember multiple lives in the world. An disincarnate could guide or thwart heroes or villains, only to reincarnate later as a potential ally or enemy in physical form.

Devas maintain an affinity for angels—those who have the form devas once held. To good angels, typical devas are polite and respectful, like one might be to a kind elder sibling. (Corrupted devas vary in their approach to angels.) Angels recognize the nature of their worldly kin, and as such, they show a deva some deference in turn. If the angel and deva do not share a bond of common morality, the relationship can range from fine to tense to antagonistic.

ENCOUNTERS

Devas are natural warriors in the broadest meaning of that term. Each deva meets a challenge with courage born of immortality and fierceness birthed of a desire to end conflict quickly and, often, with minimal suffering. Most devas try to manipulate the battle to assist their allies and to deal with enemies efficiently.

Deva Seer

The deva seer is deeply connected to the world and the primal spirits as a way to eventually transcend ties to either. Learning, experiencing, and seeing clearly is the goal, rather than the normal deva pursuit of goodness.

Deva Seer **Level 8 Controller (Leader)**
Medium immortal humanoid XP 350
Initiative +8 **Senses** Perception +14
Clarity Shared aura 5; each ally within the aura gains a +4 bonus to Perception and Insight checks.
Convey Weaknesses aura 2; each ally within the aura who can hear the deva seer has combat advantage against enemies within the aura.
HP 87; **Bloodied** 43
AC 22; **Fortitude** 19, **Reflex** 20, **Will** 21; +1 to all defenses against bloodied enemies; see also *seer's trip*
Resist 9 necrotic, 9 radiant
Speed 6
⊕ **Quarterstaff** (standard; at-will) ✦ **Radiant, Weapon**
+13 (+15 on opportunity attacks) vs. AC; 1d8 damage plus 1d8 radiant damage, and the target slides 2 squares.
Forced Detachment (standard; at-will) ✦ **Psychic**
Melee or ranged 10; +12 vs. Will; 1d8 + 4 psychic damage, and the target cannot take standard, immediate, or opportunity actions until the end of the deva seer's next turn.
Seer's Trip (immediate reaction; usable when hit by an attack; requires quarterstaff) ✦ **Weapon**
Targets the attacker (if possible); +13 vs. AC; 1d8 damage, and the target is knocked prone. *Effect:* The seer can shift 1 square, and one ally that can see the seer can shift 1 square closer to the target.
Resonant Memory (usable when the deva or an ally would fail an attack roll, saving throw, or check; recharges when first bloodied)
Add 1d6 to the triggering roll.
Alignment Unaligned **Languages** Common
Skills Acrobatics +9, Insight +13, Religion +15
Str 10 (+4) **Dex** 10 (+4) **Wis** 19 (+8)
Con 15 (+6) **Int** 17 (+7) **Cha** 16 (+7)
Equipment robes, quarterstaff

Deva Seer Tactics

A deva seer engages enemies fearlessly, facilitating allies with auras and *resonant memory*. Although the deva likes to regularly use *forced detachment* to pull an enemy's attention from the battle, fighting in melee is fine too. Doing so enables the most effective counterstrikes with *seer's trip*, which is otherwise only useful for a little free movement.

Deva Disincarnate

Between the world of the living and the dead, the deva disincarnate pursues clear goals until the day it reincarnates or dreams the bodiless dream again. These creatures are careful, because violence cannot destroy them, but it can force them into dreaming again and delay reincarnation.

Deva Disincarnate Tactics

When a deva disincarnate attacks, it starts off by moving among its enemies and using *psychic wave*. It then uses an action point and chooses one foe to bring into a waking dream. This foe is lost in the wonder and horror of the world's spirit lands where the disincarnate lives. Set up in this way, the disincarnate simply employs *disincarnate's fury* to maneuver and attack until it has the ability or the reason to use its other powers.

Deva Catspaw

The deva catspaw is caught between wicked existence as a deva and reincarnation as a rakshasa. Serving as an ally to the worldly fiends who will one day be allies, this deva has betrayed all the deva race stands for.

Deva Disincarnate **Level 11 Elite Controller**
Medium immortal humanoid (undead) XP 1,200
Initiative +10 **Senses** Perception +15; truesight 1
HP 160; **Bloodied** 80
AC 24; **Fortitude** 23, **Reflex** 24, **Will** 24
Resist insubstantial
Saving Throws +2
Speed fly 6 (hover); phasing
Action Points 1
Disincarnate Touch (standard; at-will) ✦ **Psychic, Radiant**
+15 vs. Reflex; 2d4 + 5 psychic and radiant damage, and the target cannot make opportunity attacks against the deva disincarnate until the end of the deva disincarnate's next turn.
Spirit Roots (standard; at-will) ✦ **Lightning, Radiant**
+15 vs. Will; 1d8 + 5 lightning and radiant damage, and the target is slowed until the end of the deva disincarnate's next turn.
Disincarnate Fury (standard; at-will)
The deva disincarnate makes two basic attacks, or it shifts 3 squares and makes one basic attack before or after shifting.
Waking Dream (standard; recharges when no target is affected by this power) ✦ **Psychic**
+14 vs. Will; 1d8 + 5 psychic damage, and the target is dominated until the end of the deva disincarnate's next turn. *Aftereffect:* The target is dazed (save ends).
Psychic Wave (standard; recharge ⚅) ✦ **Psychic**
Close burst 3; targets enemies; +14 vs. Fortitude; 3d6 + 5 psychic damage, and the target is pushed 3 squares and knocked prone.
Salient Memory (when the deva disincarnate would fail an attack roll, saving throw, or check; recharges when first bloodied)
Add 1d6 to the triggering roll.
Alignment Unaligned **Languages** Supernal
Skills History +17, Insight +15
Str 8 (+4) **Dex** 14 (+7) **Wis** 21 (+10)
Con 18 (+9) **Int** 20 (+10) **Cha** 16 (+8)

Deva Catspaw Tactics

The deva catspaw prefers to take foes unaware, whether through guile or stealth. Striking when close to opponents, the deva opens with *betrayer's lunge*, tackling and stabbing an enemy from hiding or after surprising that target. The deva uses *faceless* on its next turn, fading from view and memory to perform *betrayer's lunge* again on the next turn. Only if the deva cannot repeat this process, or another need arises, does he or she use other powers.

Encounter Groups

A deva seer travels the world and its echoes in search of knowledge, listening to the spirits and discerning illusion from reality. Along the way, the deva also explores different ways of living among differing creatures. This encounter group finds the deva seer among the fey, probably at a sacred site.

Level 9 Encounter (XP 2,000)
✦ 1 deva seer (level 8 controller)
✦ 1 eladrin fey knight (level 7 soldier, see *Monster Manual* page 102)
✦ 1 flameskull (level 8 artillery, see *Monster Manual* page 109)
✦ 2 satyr rakes (level 7 skirmisher, see *Monster Manual* 228)
✦ 1 unicorn (level 9 skirmisher, see *Monster Manual* 257)

This next encounter group shows a deva catspaw in the usual place—among rakshasas prepared for battle. Among disguised rakshasas, the deva works to strengthen the ruse, lulling enemies into a false sense of safety before any conflict starts. Such a team could also work as a strike squad or guardians of a site that rakshasas value.

Level 15 Encounter (XP 6,400)
✦ 1 deva catspaw (level 15 lurker)
✦ 1 rakshasa archer (level 15 artillery, see *Monster Manual* page 216)
✦ 1 rakshasa assassin (level 17 skirmisher, see *Monster Manual* page 217)
✦ 2 rakshasa warriors (level 15 soldier, see *Monster Manual* page 216)

Deva Catspaw **Level 15 Lurker**
Medium immortal humanoid XP 1,200
Initiative +14 **Senses** Perception +15
HP 114; Bloodied 57
AC 29; **Fortitude** 26, **Reflex** 27, **Will** 28; +1 to all defenses against bloodied enemies
Resist 12 necrotic, 12 radiant
Speed 5
Retractable Katar Gauntlet (standard; at-will) ✦ **Weapon**
+20 vs. AC; 2d6 + 3 damage (crit 15 + 1d6), and ongoing 5 damage (save ends).
Betrayer's Lunge (standard; requires combat advantage; at-will) ✦ **Weapon**
+20 vs. AC; 3d6 + 3 damage, ongoing 10 damage (save ends), and the target is knocked prone.
Kinslayer Dart (standard; at-will) ✦ **Psychic, Radiant, Weapon**
Ranged 10; +18 vs. Reflex; 2d6 + 3 psychic and radiant, and ongoing 5 psychic and radiant damage (save ends).
Faceless (standard; at-will) ✦ **Charm, Illusion**
Close burst 5; +18 vs. Will; the deva catspaw is hidden from the target until the deva catspaw attacks. *Effect*: The deva catspaw can shift 2 squares, including through enemy spaces, and is subject to no attacks for doing so.
Killer's Memory (when the deva rolls a 19-20 on an attack roll against a target granting the deva combat advantage; at-will)
If the attack hits, it is a critical hit.
Alignment Evil **Languages** Common
Skills Bluff +18, Insight +14, Stealth +15
Str 16 (+10) **Dex** 16 (+10) **Wis** 14 (+9)
Con 18 (+11) **Int** 20 (+12) **Cha** 22 (+13)
Equipment leather armor, 2 retractable katar gauntlets, cloak

About the Author

Chris Sims works as a game designer and web specialist for Wizards of the Coast. His recent credits include the 4th Edition *Monster Manual*® and *Dungeon Master's Guide*®, as well as the *Forgotten Realms*® *Campaign Guide*.

Court of Stars: The Prince of Frost

by Keith Baker

illustrations by Matt Cavotta and Wayne Reynolds

A land exists where the sun never rises and the moon never sets, where the trees are forever dusted with frost. To the north, a mighty glacier rises to touch the sky. To the south, moonlight glitters off the surface of a vast lake, its dark depths hidden beneath a thick sheet of ice. This is the Vale of the Long Night—the dream of deepest winter. As you cross this frigid realm, you find barren orchards and ruined farms all but lost beneath the drifts, reflecting the fears of worldly farmers. You feel the cold reaching past blood and bone to chill your heart and hopes. Listen to the wind, and you hear the voice behind its howl—an endless song of loss and pain. And if an ill-fated star lights your way, you might come upon a citadel that shines in the darkness—a tower whose walls appear to be built from millions of shimmering diamonds. These are no earthly gems, however. This is the Fortress of Frozen Tears, and its walls are built from pure sorrow. The fortress serves as the home of the Prince of Frost, mightiest of the Winter Fey.

Surely you've heard the stories of the Pale Prince and how he schemes to cover the world in ice—how each winter is a reflection of his struggle to extinguish the sun and cast the land into cold night. Perhaps you've heard of the menagerie in the Fortress of Frozen Tears, with mortals of great skill or beauty trapped forever in icy prisons. Or the tales of his wintertouched, which are servants who spread sorrow across the world and spill new tears for the walls of their prince's fortress.

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When you hear the mournful cry of the wind in the darkest depths of winter, beware. It could be the hunting horn of the Prince of Frost, come to claim another trophy for his dark hall.

The lords and ladies of the Feywild are spirits of passion and mystery that embody the wonder of nature and the emotions that lie within the mortal heart. Some sages say that the archfey are works of art, poems and stories made manifest in unearthly flesh and bone. If this is true, then the Prince of Frost is a song of sorrow, a tale of love turned to bitter despair. He despises mortals, and this hatred gives birth to schemes great and small. Depending on your goals within the campaign, the Prince of Frost could threaten the world. Or perhaps it is a specific group of people that become targets of his retaliation for a wrong long forgotten by most mortal scholars.

History of the Prince of Frost

The great powers of the Feywild dance through time unburdened by its chains, leaving their marks in stories and histories. Little can be known for certain about the archfey. Some accounts say that the Maiden of the Moon was once an eladrin who rose to power through passion for the hunt. Others claim that she is a dream of the moon. Perhaps neither tale is the truth. Maybe both are. So it is with the Prince of Frost. It is foolish to seek fact in the Feywild, but one can find stories. And if one delves deeply into the mysteries of the Pale Prince, this is the tale one might find.

Summer's Children

In a time now forgotten, no winter ever gripped the Feywild domain known now as the Vale of the Long Night. The region was a place of light and joy. As home to the Summer Queen's eldest son, it reflected the Summer Court where the vale's inhabitants spent most of their time. In that court, the children of summer passed the long days with song and celebration, basking in the bright beauty and the company of friends.

Three of the brightest lights of the court were the Daughters of Delight, scions of another eladrin domain connected to the Summer Court. Loveliest of the three was the Lady Sharaea. She had long been betrothed to the Sun Prince, eldest son of the Summer Queen. The prince, whose name is forgotten, loved Sharaea with all his heart, and for a time she loved him in return. However Sharaea grew disillusioned with the endless revelry of the court, and she began to spend her days in the mortal world, seeking to make a difference. Her summer lover grew jealous, but his attempts to pull her back only drove her farther away. She found new love in the arms of Hayne Kasar, a brave and selfless warrior, and together they fought to defend the innocent and battle the forces of darkness.

Sharaea traveled at the side of her beloved. Their deeds and great love inspired songs, some of which survive to the present day. In Sharaea's absence, the heart of the fey prince grew colder, and in time he demanded that his betrothed return to the court. He insisted that she honor her vow and be wed to him. When Sharaea refused, the prince swore to capture and marry her, even if he had to keep her a prisoner in his demesne. Sharaea knew she could not resist his power, and she feared for the safety of her mortal lover.

So it was that she and Hayne ventured to Letherna and made a deal with the Raven Queen. In exchange for a favor to the goddess of death in the future, their souls were drawn from their bodies and cast forward in time. One day they shall be reborn. It was Sharaea's hope that the passage of time would soothe the jealous heart of the Sun Prince.

Winter's Heart

The name of the Sun Prince has been torn from the tales and taken from the tongues of mortals. Little is known of his life in the elder world. When he learned how he had been betrayed, how Sharaea was lost to him, his heart turned to ice. So powerful was his bitter sorrow that it spread a chill across the land, transforming his sun-dappled demesne into the Vale of the Long Night. The prince blamed the heroes of the mortal world for turning his beloved against him, and in the darkness of his heart's winter, his thirst for vengeance grew. His cold heart drew to him the darkest fey and infected others. He sought others of his kind, and eventually he became the greatest among them.

Sharaea's sisters, Velayn and Loralae were filled with despair at the loss of their sibling, and the Sun Prince captured them in their sister's stead. His bitter power magnified their sorrow and bound them to his frozen heart. They wasted away, and soon the Daughters of Delight were no more. In their place were the Sisters of Lament, chill shades of the lovely females haunting the winter winds.

Their new master turned his back on the Summer Court. In his striving, he had become the Prince of Frost, also known as the Pale Prince, greatest of the Winter Court fey. Although not all the Winter Court follows his agenda, and in fact numerous members of the court oppose it, his power became secure. He then swore to take his wrath out on the mortal world until the day that he finds Sharaea and binds her to him once and for all.

The Prince of Frost knows it was the Raven Queen who helped Sharaea escape, and for this he might have held the goddess in contempt. Strange fate, however, has gained the Pale Prince a measure of respect in the Raven Queen's eyes. The prince is a harbinger of sorrow and deliverer of death, so he and the Raven Queen are alike in some ways. She watches him closely, wondering if he might make a fine exarch or even a consort. The prince takes secret

delight in usurping some of the Raven Queen's power with his wintry might. If he knew of her admiration, would he turn his heart from its bitterness? If he did, would the Prince of Frost revert again to the Sun Prince?

Goals

A heart frozen by lost love drives the actions of the Prince of Frost. He knows that Sharaea's soul is destined to be reborn into the mortal world, and he has sworn that he will find her when she returns. He will have his betrothed at his side, even if she is trapped in bonds of ice. As such, he has agents spread across the world searching for any sign that the Daughter of Delight has been reborn. Over the course of centuries, he has kidnapped princesses, sorceresses, and other females of great beauty and skill, hoping that he has found his beloved. However he has been disappointed every time. His victims remain in his court, blood and flesh preserved in ice.

As powerful as his possessiveness is, the prince is driven by a desire for revenge. He hates the mortal world for luring Sharaea from his side. More than that, he hates bold and brave folk who help those weaker than they are for no other reason than compassion. One such person stole Sharaea's heart. Adventure and heroics drew Sharaea from the Feywild. Similar folk helped her escape her rightful fate and cast her soul into the future. The Prince of Frost hopes to find Hayne Kasar reborn, as well, and seeks to make him suffer for Sharaea's loss.

While the prince waits for the cycle of rebirth, he soothes his frigid heart by sending his forces against mortal heroes, proving his superiority by besting them in games of wit, skill, and combat. In a broader scope, he enjoys sowing sorrow among mortals, especially when he can shatter the bonds of love. His fortress is made of frozen tears, and he likes little more than to turn the fires of passion to cold ashes.

While this sport gives the prince some small pleasure, at times the Prince of Frost has loftier goals. When his hunger for revenge burns bright in his frozen heart, he looks at the mortal world and considers what joy he might find in spreading his chill shadow across the sunlit valleys. If he claimed the world as his demesne, there would be no escape for Sharaea or her lover upon their return—and no mortal world to steal his lover away.

Using the Prince of Frost

Several ways exist to work the Prince of Frost and his followers into an adventure, either as one-time antagonists or long-term foes.

Wintertouched: The Prince of Frost has countless agents and followers in the mortal world, and these servants have powers that vary broadly. They can be involved in any of the prince's plots described below, or they can spread sorrow in the name of their dark master, harvesting tears for his frozen citadel. Depending on the nature of the Wintertouched, they can accomplish this through force—such as the slaughtering of loved ones, but leaving someone behind to mourn. It could be a subtle sport, wherein they manipulate events to tear apart a royal wedding or bond between allies.

Cold Games: The Prince of Frost despises mortals as a rule, but he particularly hates selfless champions who dedicate their lives to noble causes. He enjoys making fools of such heroes. Sometimes he works slowly and subtly, by striking at lovers and relatives and stripping away everything that brings joy to the heart of such a one. He hopes to show that even the noblest mortal can become cold and cruel if he or she suffers enough. Other times he might challenge a champion directly, appearing at a moment when his foe is in desperate need of aid that the Prince can offer. He offers this boon as his stakes in a contest of chance or skill. The price of failure is typically a term of service or imprisonment in the prince's fortress, for the defeated hero or a loved one. The latter case allows the mortal to truly feel the pain of failure.

Prisoners in Ice: Over the course of thousands of years, the Prince of Frost has claimed numerous captives. Some are the victims of his sinister games. Others he kidnapped believing that they might be Sharaea or Hayne reborn. All are bound forever in the Fortress of Frozen Tears. Any one of these prisoners could have a vital role to play in the present day. Perhaps one of the prince's victims knows a terrible secret that holds the key to defeating the PCs' current foes. Maybe a PC learns that one of his or her ancestors is trapped in the Vale of the Long Night. Whatever the reason, a quest to penetrate the Fortress of Frozen Tears and release one of the Prince's captives is a challenging task. Success would surely earn the Prince's ire.

Remembrance of Valor and Delight: Legend says that the souls of Sharaea and Kasar will be reborn in mortal flesh, and that these champions will once again spread light across the world. Either or both of these noble spirits could be incarnated as PCs, with the knowledge of the player, or as a secret only discovered when the Wintertouched begin hunting. When this is revealed, odds are good that the PCs might not have the power to stand up to the Prince of Frost. However the immortal prince might work slowly and subtly. In the case of Sharaea, he wants turn her against the mortal world, to make her love him and return to him willingly, resorting to force only when no other option exists. He wants Hayne Kasar to suffer lingering sorrow and despair. He might even secretly help the character carrying Kasar's soul early in his career, letting the hero achieve much so that he might have more to lose when the prince is ready to strike. If the PCs don't understand the true nature of their souls, they need to travel to the Feywild to learn the story. Perhaps there they can find allies who can shield them from the Prince's wrath . . . for a price.

Rise of the Long Night: The greatest threat posed by the Prince of Frost is his goal to blanket the mortal world in winter. You have to decide what forces in the world are holding back the Prince's power and the hand of winter. Does the Raven Queen hold him back, or does she wait and watch, acknowledging the power such a move might place at her feet. Maybe this task is something done at her direct behest or subtle prompting.

If deific machinations aren't afoot, perhaps mystic seals are hidden in places where the walls between worlds are thin—seals that the servants of the prince must find and destroy. Perhaps a secret or supernatural cabal or order of primal spirits maintains the balance between summer and winter, and the prince must destroy all members of this organization. For an added twist, a PC could be the last surviving mortal member of such an order, needing to master his or her powers to stand against the coming of winter. The prince might instead need artifacts scattered across the planes.

In the end, the great winter could begin to spread over the PCs' homeland—can they stop it before it covers the world? This is a quest that could span an entire adventuring career, as the PCs slowly learn of the Pale Prince and his plans and work to learn his weaknesses and eventually face him in battle. Although the prince stands to gain a form of revenge on the world for this deed, perhaps he hopes to gain more. Could he be plotting to steal the domain of winter from the Raven Queen, darkness from Zehir, and vengeance from Tiamat? The process will surely diminish other gods. Might this make the Prince of Frost more godlike in the process?

The Prince of Frost

Mightiest of the Winter Fey, the Prince of Frost is majestic and terrifying. Winter follows in his footsteps, and he can call down a blizzard or freeze a lake with a word or a glance. Despite his handsome features and his resonant voice, he has a chill in his manner that he cannot hide. His heart is made of ice, and while he saves his cruelty for his enemies, joy has no place in his soul. He is a master orator, and his wit is sharp and cold. When he turns to intimidation, his words freeze the air. He is amused by verbal duels with mortals, and he might not kill a foe who impresses him with a clever argument or witty tale. Although he is not given to cruelty for its own sake, he shows no mercy to those who raise his ire.

Despite his dark reputation and his ruthless nature, the Lord of the Long Night is a fey of his word. He might offer uneven terms in his bargains or arrange a game in a deceptive manner. He is a cunning enemy, and battles of wit are one of the few pleasures that still warm his heart. He rarely swears oaths to mortals, but a sworn pledge is one the Pale Prince keeps.

In addition to his combat powers, the Prince of Frost is a skilled ritual caster. He can use the Control Weather ritual (*Player's Handbook® 2*, page 214) at will, but only to create and control winter weather. When he does so, he uses the Arcana skill, has no component cost, and lowers the casting time to 10 minutes. His ability to create wintery weather is not limited by the season. This is a trivial use of his power; given more time, he can call greater storms over a far wider area.

Description

The Prince of Frost was a mortal eladrin before he used his power to lay claim to the Winter Court. He remains much the same, with ice-blue skin and long white hair that gives off wisps of snow as it falls down his back. He wears winter like a cloak, chilling the air around him and leaving frozen footprints in his wake. His mere presence brings a deadly frost that withers blooming wildlife and kills the weak. The pale white eyes send a chill through the blood of anyone he looks upon, whether or not they meet his gaze. He carries his sword, *Bitter Edge*, at all times; this blade is forged from frozen tears, and if the Prince is slain, his spirit might take refuge in the blade, causing it to become a +6 *longsword of frost*.

Prince of Frost Lore

A character knows the following information with a successful Arcana check.

DC 20: The Prince of Frost is the mightiest of the Winter Fey. Also known as the Pale Prince and the Lord of the Long Night, he is a cold-hearted warrior with no love for mortals. It's said that his fortress is built from the frozen tears he has caused mortals to shed through his actions, and some tales say that he hungers to spread ice across the entire world.

DC 30: Though he prefers to engage his enemies with his blade, the Prince of Frost commands the winter winds, and the sheer chill of his presence can kill his opponents. Few powers of cold can affect him. He is vulnerable to fire, but bringing such force to bear against him immediately draws his wrath. His most fearsome power is the ability to freeze the flesh and blood of an enemy touched by his powers, leaving them as little more than a statue of ice.

DC 35: With this result, the PC knows the information presented in the History section, although the DM is encouraged to add or omit details, suggesting the uncertainty of the tales. Beyond this, the PC has heard the story of Helgar, a master bard who faced the Pale Prince in battle and weakened him by singing a song written by the Prince's long-lost love. The Prince of Frost allowed Helgar to live in exchange for his memories of the song, so the words and tune are thought to have been lost to the mortal world. Perhaps they still exist somewhere beyond the reach of the Pale Prince.

The Prince of Frost **Level 31 Solo Controller**
Medium fey humanoid (cold) XP 115,000

Initiative +27 **Senses** Perception +27; low-light vision
Chill the Heart (Cold) aura 3: an enemy that enters or starts its turn within the aura gains vulnerable 10 cold. While the Prince of Frost is bloodied, this increases to vulnerable 15 cold.
HP 1,124; **Bloodied** 562
AC 45; **Fortitude** 42, **Reflex** 43, **Will** 44
Resist 30 cold, 20 radiant; **Vulnerable** 15 fire; see also *curse the flames*
Saving Throws +5 (+10 against charm effects)
Speed 8 (ice walk), see also *blizzard step*
Action Points 2

Bitter Edge (standard; at-will) ✦ **Weapon**
+36 vs. AC; 2d8 + 9 damage plus 2d8 cold damage, and the target takes a -2 penalty to all defenses until the end of the Prince of Frost's next turn.

Ice Lance (standard; at-will) ✦ **Cold**
Ranged 10; +34 vs. Fortitude; 2d10 + 10 cold damage, and ongoing 10 cold damage, and the target is immobilized until the end of the Prince of Frost's next turn.

Prince's Fury (standard; at-will) ✦ **Cold, Weapon**
The Prince of Frost makes a melee basic attack against two different targets. While bloodied, he can target three creatures.

Blood to Ice (standard; encounter; see also *cold wrath*) ✦ **Cold**
Ranged 10; +34 vs. Fortitude; 1d10 + 11 cold damage, and the target is slowed and is dazed (save ends both). *First Failed Saving Throw:* The target takes 15 cold damage and is stunned (save ends). *Second Failed Saving Throw:* The target turns to ice and is petrified (save ends).

Grip of Winter (minor; at-will; 1/round) ✦ **Charm, Cold**
Targets a creature taking ongoing cold damage; Ranged 10; +32 vs. Will; the target no longer takes ongoing cold damage and is dominated until the end of the Prince's next turn. *Aftereffect:* The target is slowed (save ends).

Harrowing Winds (minor; recharges when no enemy is affected by this power) ✦ **Cold**
Ranged 20; +34 vs. Reflex; 3d10 + 11 cold damage, and ongoing 10 cold damage and the target is immobilized (save ends both). *Aftereffect:* Ongoing 5 cold damage, and the target is slowed (save ends both).

Curse the Flames (immediate reaction, when an enemy within 10 squares makes an attack with the fire keyword; recharges when first bloodied) ✦ **Teleportation**
The Prince of Frost teleports 10 squares and makes a basic attack against the triggering target. If the prince hits, the target is also dazed (save ends).

Blizzard Step (move; recharge ⚄ ⚅) ✦ **Teleportation**
The Prince of Frost teleports 5 squares. Each enemy adjacent to the square that he leaves takes 5 cold damage and is slowed until the end of the prince's next turn.

Alignment Evil **Languages** Common, Draconic, Elven, Giant, Primordial
Skills Arcana +29, Diplomacy +31, Intimidate +31, Insight +27
Str 28 (+24) **Dex** 30 (+25) **Wis** 25 (+22)
Con 25 (+22) **Int** 25 (+22) **Cha** 33 (+26)
Equipment robes, Bitter Edge (longsword)

Prince of Frost's Tactics

The Prince of Frost starts off by using Prince's fury to hit a couple targets, then follows up with grip of winter on one of them and harrowing winds on another. He doesn't mind getting surrounded by melee, since that makes blizzard step do more damage.

Enemies, Allies, and Minions

The frozen heard of the Lord of the Long Night has little room for affection, and he allies with other powerful fey only when it is absolutely necessary. Few within the Feywild love him, but all respect his power. He has stood with his kin against the fomorians and other dark powers in dire times, and

Mysteries of the Prince

The fey are enigmatic beings, and their secrets are part of their very being. The Prince of Frost is defined by his grasping "love" for Sharaea. If you, the DM, wish to add depth to the conflict, the PCs can use that love to weaken the prince. Doing so should require considerable effort. Finding Sharaea's amulet or the forgotten name of the Prince are adventures in their own right, and these challenges can prepare the PC for the final battle with the Prince of Frost. With all these tools in place, the PCs could potentially face the prince at a lower level.

True Name: When the Prince of Frost left the Summer Court, he left his name behind. It was lifted from the tongues of mortals, and from all songs and stories. No mortal magic can uncover this secret, but there might be some in the Feywild who know it still. If a PC can bargain with Baba Yaga or the Witch of Fate, he or she might earn the true name of the Prince of Frost.

Once this name is known, it is no simple matter to speak it. The same magic that stripped it from the world binds a speaker's tongue. A PC attacking the Prince can take a minor action to attempt a DC 28 Arcana check to say the prince's name. If the check is successful, the next attack that the speaking PC makes against the Prince of Frost in that round gains a +2 bonus to the attack roll, and the Prince gains only a +3 bonus to his saving throws against ongoing effects (+7 against charm effects).

Song of the Heart: Before she spurned him, the Lady Sharaea composed a song for her betrothed, and the words of the song warm his heart. Learning of the existence of the song is challenge enough; learning words and melody are a greater challenge still. Perhaps the satyr Prince Hyrsam of the Green Fey still knows the words, but the best source is Sharaea. A character who knows the song can attempt a DC 28 Diplomacy or Bluff check to sing it, taking a minor action to do so. While the song is being sung, the Prince cannot use *blood to ice* or teleportation powers. This continues as long as the PC can maintain the song. If—after the song starts—a round passes in which it is not sung, the spell is broken and cannot be restored.

Betrothal Amulet: The Sun Prince gave Sharaea a keepsake—a mithral locket holding portraits of Sharaea and her betrothed. In addition to having the same powers as a +5 *cloak of Feywild* escape, the amulet protects the bearer against the full wrath of the Pale Prince. A character wearing this locket is immune to *grip of winter* and *chill the heart*. The locket could be anywhere in the world, or even lost in the depths of the Fey dark.

Alternatively, if a PC carries the soul of Sharaea, she could begin with the locket in her possession. In this case, it should take time for her to unlock the full powers of the amulet, as she comes to terms with the nature of her fey soul. It begins as a *+1 amulet of protection*, with its power growing as the character gains levels.

despite his cold demeanor, most consider him a fey of honor and integrity.

Sisters of Lament

The Prince of Frost has numerous servants. Dark fey, white dragons, and even frost giants have been drawn to his frigid demesne. However, the only companions he truly cares about are the Sisters of Lament, Mournwind and Soulsorrow. Long ago, they were known as Velayn and Loralae, and along with their sister Sharaea, they were the joy of the Summer Court.

Sharaea never meant to harm her sisters, but when she finally cast her soul into the unknown, it took a terrible toll on the surviving Daughters of Delight. The Prince of Frost drew the sisters to him, and his bitterness and malice shaped them. In their grief and under the sway of the Pale Prince, they wasted away, becoming wraithlike spirits of the winter wind. Their wails of despair now echo through the moonlit eternity in the Vale of the Long Night.

Today, they serve as the exarchs of the Prince of Frost. Driven by their misery, the sisters are half-mad. They truly believe that the Prince of Frost can one day restore their sister to them, and that all their pain will be wiped away once the prince has finally claimed his bride. Then, too, they will have bodies once again to know the joys of renewed life.

Guided by the words of the Pale Prince, the Sisters of Lament despise most mortals. They are crueler than their lord, since spreading pain and sorrow assuages their own torment. In battle they strike with the power of the freezing wind and bereaving pain. The sisters are spirits of despair, and they can strip away hope from their enemies, leaving it difficult for foes to take any action at all.

The Sisters of Lament sometimes work together. At other times, each one is carrying out a separate agenda for her lord. Only occasionally are they found alongside the Pale Prince.

Each sister has been apparently slain more than once, but each one returns to the Fortress of Frozen Tears or the side of the Pale Prince within three days. Legend holds that these fey shades cannot be destroyed as long as their sister remains lost and the Prince of Frost still draws breath.

Description

Mournwind and Soulsorrow are ghostly figures—lovely eladrin females seen as silhouettes through flurries of snow. Their voices are formed from the wind, and they can come as soft whispers or terrifying shrieks. Despite their spectral nature, the Sisters of Lament are not typical undead; their bodies have wasted away, and it is the pure fey essence that remains.

Mournwind Tactics

Mournwind likes to open up with deadly gale, and she uses it to position herself well among ranged attackers so that she can follow up with cry of despair. She fights to the death.

Soulsorrow Tactics

Soulsorrow prefers to use double attack right away so that marked torment can come into play as quickly as possible. Chains of lamentation could assist Mournwind if the two are fighting together.

Minions in the Fortress of Frozen Tears

In the presence of the Prince of Frost, grief overwhelms the sisters, making them all the more insane but also more formidable against the prince's attackers. DMs should use the following forms only when they are part of a Prince of Frost encounter since they don't function well outside that context.

Mournwind **Level 24 Elite Skirmisher**
Medium fey humanoid (undead) XP 12,100
Initiative +22 **Senses** Perception +19; low-light vision
HP 315; **Bloodied** 157
AC 38; **Fortitude** 35, **Reflex** 36, **Will** 37
Immune disease, poison; **Resist** 15 cold, 10 radiant, insubstantial
Saving Throws +2 (+7 against charm effects)
Speed fly 8 (hover); see also *deadly gale*
Action Points 1

⊕ **Touch of Mourning** (standard; at-will) ✦ **Cold**
+28 vs. Reflex; 3d6 + 7 cold damage, and the target cannot make opportunity attacks against Mournwind until the end of her next turn.

⊕ **Hope Leech** (standard; at-will) ✦ **Fear, Psychic**
Ranged 10; +28 vs. Will; 2d6 + 8 psychic damage, and the target takes a -2 penalty to attack rolls and checks until the end of Mournwind's next turn.

Double Attack (standard; at-will) ✦ **Teleportation**
Mournwind makes two melee basic attacks. She can teleport 1 square before, between, and after each these attacks.

Deadly Gale (standard; recharge ⚅ ⚄ ⚃)
Mournwind shifts 8 squares, including through occupied spaces. She can make a melee basic attack as a free action against any enemy whose space she moves through.

Cry of Despair (standard; recharges when first bloodied) ✦ **Cold, Fear, Psychic**
Close blast 5; targets enemies; +26 vs. Fortitude or Will, whichever is lower; 3d6 + 9 psychic and cold damage, and target is pushed 3 squares, and is dazed and slowed (save ends both).

Move as Wind (move; recharges after Mournwind uses deadly gale) ✦ **Teleportation**
Mournwind teleports 5 squares.

Alignment Evil **Languages** Common, Elven, Giant
Skills History +23, Stealth +25
Str 17 (+15) **Dex** 26 (+20) **Wis** 15 (+14)
Con 25 (+19) **Int** 18 (+16) **Cha** 28 (+21)

Soulsorrow **Level 24 Elite Soldier**
Medium fey humanoid (undead) XP 12,100
Initiative +23 **Senses** Perception +20; low-light vision
Fell Attraction aura 5; an enemy that starts its turn within the aura is pulled 2 squares.
HP 316; Bloodied 158
AC 40; **Fortitude** 36, **Reflex** 37, **Will** 35
Immune disease, poison; **Resist** 15 cold, 10 radiant, insubstantial
Saving Throws +2 (+7 against charm effects)
Speed fly 8 (hover)
Action Points 1

⊕ **Mark of Sorrow** (standard; at-will) ✦ **Cold**
+29 vs. Reflex; 3d6 + 9 cold damage, and the target is marked until the end of Soulsorrow's next turn. A target already marked by Soulsorrow is also slowed (save ends).

Double Attack (standard; at-will)
Soulsorrow makes two *mark of sorrow* attacks.

Marked Torment (immediate interrupt, when the creature marked by Soulsorrow makes an attack that does not include Soulsorrow; at-will) ✦ **Psychic, Teleportation**
Soulsorrow can teleport 10 squares and make an attack against the triggering target; reach 2; + 29 vs. Will; 1d10 + 7 psychic damage, and the target must make the attack against Soulsorrow.

Chains of Lamentation (standard; recharge ⚅ ⚄ ⚃) ✦ **Psychic**
Close burst 2; targets enemies; +28 vs. Will; 2d8 + 8 psychic damage, and target is immobilized (save ends).

Cry of Longing (standard; recharges when first bloodied) ✦ **Cold, Psychic**
Close blast 5; targets enemies; +27 vs. Fortitude; 4d6 + 7 psychic and cold damage, and target is slowed (save ends) and pulled 4 squares.

Alignment Evil **Languages** Common, Elven, Giant
Skills Arcana +22, Stealth +26
Str 18 (+16) **Dex** 28 (+21) **Wis** 16 (+15)
Con 26 (+20) **Int** 16 (+15) **Cha** 25 (+19)

Summer Fey

The Summer Court is a place of joy and growth, the polar opposite of the Pale Prince's frigid realm. The mere presence of the Prince of Frost kills blooming flowers and brings an end to revelry, and those among the Summer Fey shun this grim lord. A few fey within the Summer Court actively hate the Prince of Frost, and they clash with the Winter Fey on occasion. However, these fey are young and foolish. The great lords of the court still remember when the Lord of the Long Night was the Sun Prince, and they view the Pale Prince with pity. However, the Pale Prince was once the son of the Summer Queen, and he comes to the aid of the Summer Court in dire need.

Gloaming Fey

Winter is the time of the Long Night, and as the lord of this dark time the Prince of Frost has a tenuous connection to those fey who embody the powers of dusk and darkness. He has no bond to the Gloaming as a whole—no alliance with the Maiden of the Moon or other fey who draw on more active powers of the night, but some among the Gloaming Fey have no fear of the cold and can sometimes be found in the Fortress of Frozen Tears.

The Prince of Hearts is no friend to the Lord of the Long Night. Since the loss of his love, the Pale Prince has all too often sought solace in dividing lovers. Long ago, the Prince of Hearts saw the true love between Sharaea and Hayne. And yet, the Prince of Hearts knows that there was a time when Frost was driven by love, and he still hopes that this dark fey could be redeemed by its power. He believes that Sharaea and Kasar deserve their time together. If they are reborn, he might call on PCs to protect them. If PCs carry these souls themselves, the Prince of Hearts might prove a powerful ally against the machinations of the Pale Prince, but he is looking for a way to restore warmth to the frozen heart of the Prince of Frost. He could ask mortal heroes to help him find a new love for the Pale Prince.

Winter Fey

The Prince of Frost is the most powerful fey to walk the path of winter. He can bend any spirit of cold to his will. However, the Winter Fey do not join together in the same way as the subjects of Queen Tiandra. The Pale Prince has his personal retinue and soldiers, but he does not, indeed cannot, demand fealty from all Winter Fey. When they gather together at the Court of Stars, the Winter Fey band together under the prince's banner, and the lords among them are likely to answer the prince's call to war. Most of the time, however, the Winter Fey hold to their own schemes and devices.

Mournwind Courtier **Level 30 Minion Skirmisher**
Medium fey humanoid (undead) XP 4,750

Initiative +25 **Senses** Perception +19; low-light vision
HP 1; a missed attack never damages a minion.
AC 44; **Fortitude** 41, **Reflex** 42, **Will** 43
Immune cold, disease, poison, radiant
Speed fly 8 (hover), teleport 5; see also deadly gale

Touch of Mourning (standard; at-will) ✦ **Cold**
+35 vs. Reflex; 12 cold damage, and the target cannot make opportunity attacks against the courtier until the end of her next turn.

Deadly Gale (standard; $recharge ⚄ ⚅)
The courtier shifts 8 squares, including through occupied spaces. She can make a melee basic attack as a free action against any enemy whose space she moves through.

Cry of Lament (standard; recharges when Soulsorrow dies)
The courtier adds her voice to a cry of lament. If she is the second Sister of Lament to do so in a round, the *chorus of lament* (see below) goes off.

Chorus of Lament ✦ **Cold, Psychic**
Two close bursts 3, one centered on each Sister of Lament; targets enemies; +34 vs. Fortitude; 15 psychic and cold damage, and target is dazed (save ends).

Return to Mourning
If a Mournwind courtier is dead at the start of her turn, but the Prince of Frost still lives, roll a d20. on a roll of 11 or higher, the courtier returns to life with 1 hit point in a space within 5 squares of the Prince of Frost, free of all conditions.

Alignment Evil **Languages** Common, Elven, Giant
Skills Stealth +28
Str 17 (+18) **Dex** 26 (+23) **Wis** 8 (+14)
Con 25 (+22) **Int** 18 (+19) **Cha** 28 (+24)

Soulsorrow Courtier **Level 30 Minion Soldier**
Medium fey humanoid (undead) XP 4,750

Initiative +26 **Senses** Perception +19; low-light vision
HP 1; a missed attack never damages a minion.
AC 46; **Fortitude** 42, **Reflex** 43, Will 41
Immune cold, disease, poison, radiant
Speed fly 8 (hover), teleport 5

Mark of Sorrow (standard; at-will) ✦ **Cold**
+35 vs. Reflex; 12 cold damage; and the target is marked until the end of the courtier's next turn.

Chains of Lamentation (standard; recharge 5 6) ✦ **Psychic**
Close burst 3; targets enemies; +34 vs. Will; 10 psychic damage, and target is slowed (save ends). If the courtier had the target marked, that target is immobilized instead (save ends).

Cry of Lament (standard; recharges when Mournwind dies)
The courtier adds her voice to a cry of lament. If she is the second Sister of Lament to do so in a round, the *chorus of lament* (see below) is triggered.

Chorus of Lament ✦ **Cold, Psychic**
Two close bursts 3, one centered on each Sister of Lament; targets enemies; +34 vs. Fortitude; 15 psychic and cold damage, and target is dazed (save ends).

Sorrow's Resurgence
If a Soulsorrow courtier is dead at the start of her turn, but the Prince of Frost still lives, roll a d20. on a roll of 11 or higher, the courtier returns to life with 1 hit point in a space within 5 squares of the Prince of Frost, free of all conditions.

Alignment Evil **Languages** Common, Elven, Giant
Skills Stealth +29
Str 18 (+19) **Dex** 28 (+24) **Wis** 9 (+14)
Con 26 (+23) **Int** 16 (+18) **Cha** 25 (+22)

Mysteries of Lament

Like the Prince of Frost, the Sisters of Lament are bound by legend. Their powers are tied to their own despair at the loss of their sister and the fate that has befallen them, and true love can protect a hero from their psychic projections.

Despair's End: Despite their descent into madness and evil, the Sisters of Lament are not beyond redemption. Someone who finds Sharaea can attempt to negotiate (a skill challenge) with the sisters outside the observation of the Prince of Frost but within the Vale of the Long Night. Succeeding in this might restore the Daughters of Delight or, at least, send the Sisters of Lament to their rightful rest. Specific objects and information from the sisters' days at the Summer Court might be required to pull this off. Once the sisters are free of the prince's influence, he knows it, and he turns his full wrath upon the perpetrators.

True Love: A PC who has found true love can make an immediate saving throw when struck by *cry of despair*, *cry of longing*, and *cry of lament*. If this saving throw is successful, the character takes the attack's damage but suffers no other effect. It is entirely up to the DM to decide if a character has found true love. Such a relationship must be significant and reciprocal, and a driving force within the character's life. When a PC saves against the sisters' cries, that character and the sisters know why.

Lords of the Feywild

By any measure, the Prince of Frost is an evil being. What joy he finds in life comes from the sorrow of others. He despises mortals, and he toys with schemes of burying the mortal realm beneath ice and snow. Nonetheless, he is a lord of the Feywild, kin to the Summer Queen, and he despises fomorians, goblins, and other foul creatures that taint the Feywild with their presence. Far from allying with these evil beings, the Prince of Frost is a cold and deadly foe who turns his frigid might against any creature of the Feywild who dares enter his demesne. If such powers of darkness threaten the Feywild as a whole, the Prince of Frost is an ally against them.

The Wintertouched

The Lord of the Long Night has no love for mortals, but he has uses for servants in the sunlit lands. And he is not above using those willing to bow to his power. He needs eyes to watch for the return of Sharaea. He needs hands to sow sorrow and to serve as a balm to his frozen heart. And he needs soldiers and spies for the day he spreads the Long Night across the world.

The servants of the Pale Prince lurk in numerous lands. The most faithful of his followers are his warlocks, who are pledged to him in exchange for arcane power. In savage cultures, he draws druids and wardens to his banner. These servants choose the darkness and callousness of winter embodied in the Prince of Frost, rather than the balanced picture of the cold months the Raven Queen represents. As such, those who oppose the Prince of Frost might be faced with strange servants of Lord of the Long Night, from a cabal of wintry arcanists to a tribe of barbarians dedicated to ice and death.

Those who draw on the Pale Prince's gifts can be altered by his touch. Their blood runs cold, leaving their skin pale and chilly to the touch. The Frost Adept template (Dungeon Master's Guide, page 179) is a good way to transform any creature or NPC into one of the Wintertouched.

Azara Iceborn

Azara's mother died of exposure when her daughter was born. The child's father followed whispers on the wind and found his daughter alive in the snow. He died 4 years later, along with the rest of Azara's tribe, when a bitter blizzard swept through the mountains. Azara, the sole survivor, followed voices in the howling blizzard to the camp of another tribe.

Only Azara knows when the Pale Prince came to her, and only she knows what she promised in exchange for his gifts. She rose in power among her adopted tribesfolk, and she slew all who opposed her. Eventually, that included the tribe's chieftain. The rest of the tribe bowed to the power of their ice witch, and now they serve her—some out of fear and others out of awe.

Today, Azara spreads sorrow in the name of the Prince of Frost. Echoing his wrath against Kasar and his allies, Azara brings her might against the worldly civilization, destroying temples and similar institutions. She hates all so-called heroes. Her life has been filled with tragedy and despair, and she believes that the rest of the world deserves no better.

Azara is a heroic-tier threat that can draw the PCs to the attention of the Prince of Frost. She is a faithful servant, and if she is slain, the Pale Prince might look into it.

Description

Azara's clothes and skin are stained with mud and blood, yet she has a powerful personality and a feral beauty that shines through the dirt and gore. Her long hair, which is as black as a moonless night, typically spreads wild around her shoulders. Her eyes gleam with passion and fury. She wears a belt of finger

bones taken from her victims, and she typically uses the frozen arm of a fallen foe as an implement to channel her powers. Her skin is cold to the touch, and when she is cut, her blood does not immediately flow because it is cold and sluggish in her veins. Her devotion to the Lord of the Long Night sustains her.

Azara Iceborn Tactics

Azara uses lash of the long night as an opening attack, then follows up with fury of winter. She likes to use ride the bitter wind when she sees both an opportunity to hit several foes and maneuver herself and her allies into a better position. Azara leaves combat after she has to use gift of the pale prince.

Pacts with Winter Court

The Prince of Frost is cold and ruthless. He shows no mercy to his foes, and he enjoys his cruel games with those he selects as his prey. In his darkest moments, he schemes against the whole world. However long years pass while he is content merely to rule his frigid demesne and watch the world for the return of Sharaea, punishing only those who earn his ire. Further, not all fey of the Winter Court are as ruthless as their prince, but some are nearly as powerful.

Consider the following possibilities for a PC who wishes to serve the Prince of Frost or related fey powers. Each includes a sample creed that the PC must follow to maintain powers. Use these as guidelines to develop more detail. Be sure to establish the ground rules on how the creed might be broken, and warn the player of potential breaks.

Usually, a warlock follows one of these paths. These concepts aren't limited to warlocks, however. An eladrin warlord might be a servant of the Winter Court. A warden's powers could flow from the primal

Azara Iceborn **Level 10 Elite Artillery (Leader)**
Medium natural humanoid (human, cold) XP 1,400
Initiative +7 **Senses** Perception +8
Frost Cloak aura 5; an ally within the aura has resist 5 cold.
HP 168; **Bloodied** 84
AC 24; **Fortitude** 22, **Reflex** 24, **Will** 25
Resist 5 cold; if Azara takes cold damage and her next attack hits, one target of that attack takes an extra 5 cold damage.
Saving Throws +2
Speed 6
Action Points 1
Chill Touch (standard; at-will) ✦ Cold
+15 vs. Reflex; 2d6 + 4 cold damage, and the target cannot make opportunity attacks against Azara until the end of her next turn.
Frosty Glare (standard; at-will) ✦ Cold
Ranged 10; +15 vs. Will; 2d8 + 5 cold damage, and the target gains vulnerable 5 cold until the end of Azara's next turn.
Fury of Winter (standard; at-will)
Azara makes two basic attacks.
Lash of the Long Night (standard; recharge ⚅ ⚄ ⚃) ✦ **Cold**
Ranged 10; +15 vs. Fortitude; 2d6 + 5 cold damage, and the target is slowed and is pushed 5 squares (save ends).
Ride the Bitter Wind (standard; encounter; see also *gift of the Pale Prince*) ✦ **Cold, Teleportation**
Close blast 5; targets enemies; +13 vs. Fortitude; 2d6 + 5 cold damage, and the target is knocked prone. Azara and her allies within the area teleport to any square within the blast.
Gift of the Pale Prince (when first bloodied; encounter) ✦ **Cold, Teleportation**
Azara recharges *ride the bitter wind* if she has expended it, and she uses it as a free action. If she has not expended it, she uses it immediately without expending it.
Alignment Evil **Languages** Common, Elven, Giant
Skills Arcana +14, Intimidate +15
Str 10 (+5) **Dex** 14 (+7) **Wis** 16 (+8)
Con 18 (+9) **Int** 18 (+9) **Cha** 21 (+10)

ice of the Feywild. Such a character can choose one of these pact concepts as a roleplaying opportunity.

A Bitter Game

The warlock's service is itself a game, perhaps lasting more than one lifetime, and the Winter Fey are content to watch it play out. Terms have been established: As long as the character abides by the rules, everything is fine. If the character fails, however, he or she might lose powers and become a prisoner in the Fortress of Frozen Tears, or worse.

Bitter Creed

Never Love: The character must show that a life without love is worth living. This is ideal for a game in which romance could bloom, but the fey might also set an ideal lover in the PC's path to tip the scales of the game.

Be Cold: The PC's heart must be as cold as ice. The interpretation is broad, but the character might be callous and cruel, especially to enemies. He or she must also remain somewhat aloof from companions and, perhaps, eschew true friendship.

Never Steal: In the eyes of the Pale Prince, Sharaea was stolen from him. The PC must show that not all mortals are thieves. However, theft can be defined in many ways. The Prince maintains that Kasar stole Sharaea's heart from him. It might be simple enough to avoid stealing objects, but can the warlock avoid stealing ideas?

A Dish Served Cold

The warlock has suffered an unconscionable loss, and the Prince of Frost or another of the Winter Fey has granted a measure of power the PC needs to punish those responsible. Possibly, though unlikely, the patron sympathizes with the character's loss. More likely is that the character's vengeance serves the

patron's goals. Or the patron could believe that this quest for revenge might harden the PC until he or she is willing to aid the Winter Fey in their darker goals.

Vengeful Creed

Seek Vengeance: The PC has been granted power to punish his or her enemies. He or she is expected to pursue this quest without hesitation or remorse.

Show No Mercy: The character must be as cold and ruthless as those of the Winter Court. Any sign of weakness or compassion to enemies cannot be tolerated.

Punish the Deserving: Although the character's personal quest for revenge is top priority, he or she must avenge other slights as well. In the case of the Pale Prince, this revenge should bring loss and sorrow to those who survive it.

A Love Lost

The Prince of Frost is pitiless and possessive. His jealousy drove Sharaea away. Nonetheless, he has loved her in his way. In that love could be his hope at redemption. Somehow, the PC has struck a cord with this truth—a ray of light that might show some Winter Fey the way back to summer. The character must find Sharaea and win her over to the Winter Court and the Prince of Frost. Perhaps the PC must also protect all lovers in an attempt to stop the sort of tragedy that first froze the Pale Prince's heart. Maybe this is exactly as it seems, or it could be that the PC is Sharaea reborn, and this scheme is a way of winning her heart until her soul rises to the fore. On the other hand, this could be another fey's way to bring the Pale Prince to his knees.

Lovelorn Creed

Search for Sharaea: Follow any lead concerning the rebirth of Sharaea, and report all findings to the patron. Once Sharaea is found, woo her to the ways of the Winter Court.

Encourage Love: In the past, the Prince of Frost has brought sorrow to lovers so they could share his pain. In this pact, he or another patron seeks to nurture love. The character should freely express love, as well.

Follow Instructions: The PC might be called upon to perform specific tasks. Here, these tasks are likely to do with protecting lovers or strengthening their bond. The character might have some wiggle room with distasteful requests. Directly refusing a request and consistent failure can result in a loss of power or worse.

A Tragic Bargain

In this scenario, a character serves because he or she has no choice. Perhaps the character or an ancestor lost a challenge against the Pale Prince or another Winter Fey. According to the terms of that loss, the character must serve the Winter Fey in the mortal world for a period, such as 7 years and a day. Perhaps a loved one is imprisoned in the Fortress of Frozen Tears, or the lives of family members are at stake, enforcing the servitude. Nothing stops the character from focusing efforts against those who do evil. The Winter Court has evil enemies, and as long as loss and sadness are in the offing, the Prince of Frost is pleased.

Tragic Creed

Search for Sharaea: Follow any lead concerning the rebirth of Sharaea, and report all findings to the patron.

Spread Sorrow: Every tear the character squeezes from foes is another building block for the court of the Winter Fey.

Follow Instructions: A character who serves the Winter Court directly might receive specific requests at any time. Perhaps a pompous mortal must be humiliated or an artifact needs to be obtained. This works as described in "A Love Lost" above.

Character Options

One new warlock feat and power is available to warlocks who choose a pact with the Winter Court.

Frost Step

Prerequisites: Warlock, fey pact with the Winter Fey

Benefit: When you use Misty Step, the space you teleport from and all squares adjacent to that space become difficult terrain to everyone but you until the start of your next turn.

Lash of the Long Night Warlock Attack 7

You lash out with a frigid wind to hold your foe at bay.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 2d6 + Charisma modifier cold damage, and the target is slowed (save ends).
Fey Pact: The target is pushed a number of squares equal to 1 + your Intelligence modifier.

Long Night Scion

"Beware, fool. The dead of winter is upon you."

Prerequisites: Warlock, fey pact with the Winter Fey

You have earned the favor of the Winter Court and, perhaps, the Prince of Frost. The power of the Winter Fey flows through you, chilling your blood. At times, you can feel the presence of your bitter patron, watching the world through your eyes. This honor is dangerous. It means that your patron is well aware of your actions and the degree to which you are following the terms of your pact.

Other lords of the Feywild can sense your bond to the Winter Court. If you attend the Court of Stars or negotiate with the archfey, you might be treated with the respect owed to a faithful vassal, but this can be a double-edged sword. Compared to other mortals, you are expected to be aware of the customs of the court and to follow these rules. Failure to do so reflects poorly on you and your patron.

Your powers are tied to the primal force of winter. Your blood is cold in your veins, and you do not feel the bite of ice, snow, and bitter winds. Those who use cold against you will know what it's like to feel the touch of a frozen heart.

Long Night Scion Path Features

Deeper Chill (11th level): When you spend an action point, make an attack that has the cold keyword. The damage of that attack ignores cold resistance. If the attack hits a creature that has no resistance to cold, it instead deals extra cold damage equal to your Intelligence modifier.

Frost's Favor (11th level): After each extended rest, you can choose an arcane encounter attack power you know. That power gains the cold keyword, and the power deals cold damage in addition to another damage type it has. You also gain resist 10 cold.

Winter Winds (16th level): When you leave a square by teleporting, enemies adjacent to that square take cold damage equal to your Intelligence modifier and are slowed until the end of your next turn.

Long Night Scion Spells

Wrath of the Pale Prince Long Night Scion Attack 11

The Prince of Frost looks through your eyes, and his gaze chills your enemy's blood.

Encounter ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Will
Hit: 2d8 + Charisma modifier cold damage, and the target gains vulnerable 5 cold until the end of your next turn.

Winter's Blood Long Night Scion Utility 12

You call on your bond with the Winter Fey, drawing on them to restore your mystic powers.

Daily ✦ Arcane
Standard Action **Personal**
Effect: You regain the use of a warlock encounter attack power that has the cold keyword.

Frozen Heart Long Night Scion Attack 20

Your deadly chill freezes the very blood of your foe.

Daily ✦ Arcane, Cold, Implement
Standard Action **Ranged** 10
Target: One creature
Attack: Charisma vs. Fortitude
Hit: 3d8 + Charisma modifier cold damage, and the target is dazed and slowed (save ends both). *First Failed Saving Throw:* The target is stunned instead of dazed and slowed (save ends).
Miss: Half damage, and the target is slowed (save ends).

About the Author

Keith Baker has been an avid fan of Dungeons & Dragons® since grade school. His life took a dramatic turn in 2002 when he submitted the world of Eberron to the Wizards of the Coast Fantasy Setting Search. In addition to developing the *Eberron® Campaign Setting* and Shadows of the Last War, he has worked for Atlas Games, Goodman Games, and Green Ronin.

Hybrid Characters

A young apprentice wizard is forced into the military when her hometown is sacked by orcs. After leading a squadron in the baron's army for three months to drive back the invading horde, she retires from military service to enter an adventuring career as a warlord/wizard.

A lone barbarian from the far north travels to the gleaming cities of the south, where a local thieves' guild recruits him as hired muscle. Along the way, he picks up several tricks of cunning and wit, all the better to defeat those who think him nothing more than a savage. When he later becomes an adventurer, this barbarian/rogue relies both on his talents as a burglar as well as his ability to unleash the raging beast that still lurks within his heart.

The hybrid character rules allow you to combine elements of two character classes into a whole. Effectively, you create a brand-new class from portions of two classes. These rules are experimental and are presented here for playtesting.

Like the multiclass feats introduced in the *Player's Handbook*, these rules let you reflect a more varied array of character abilities than traditional classes do. Whether you're doing this to reflect your character's elaborate backstory, to combine different mechanical elements to create a potent new combination, or to fill out a party that needs just a little something extra, the end result is the same: Your hybrid character gives up depth of ability in exchange for greater flexibility.

Hybrids and Roles

When you combine two classes of the same role (such as fighter and paladin), you can expect to be about as effective in filling that role as a single-class character of the same role.

Combining two classes of different roles, however, creates a character who can operate reasonably well in two different roles in certain situations, but can't fill either role through an entire encounter. A cleric/rogue, for example, might be able to heal half as often as a normal leader while dishing out striker-level damage with some but not all of his or her attacks.

Party Building

When adding a hybrid character to an adventuring party, it's best if at least one (if not both) of the roles normally filled by your two classes are also filled by another character in the party. For example, your cleric/rogue won't feel quite as lacking in healing or damage output if you also have a warlord and a ranger in the party. This means that a hybrid character makes a great fifth or sixth member of a party, since the key roles are likely covered by your allies.

A hybrid character can also be a great way to deal with a smaller-than-normal party. If you have only two or three characters in your party, having one or two hybrid characters in the group can help you cover the missing roles. Your party won't fill the roles as completely as a full-sized party would, but half a leader is usually better than no leader at all!

Creating a Hybrid Character

If you want to make a hybrid character, pick the two classes that you want to combine, and then read the entries for the hybrid versions of them. This preview provides hybrid versions of the classes in the *Player's Handbook* as well as the swordmage. The rest of this

How Does It Work?

The hybrid character rules break down each class into parts. The hybrid version of a class provides a portion of the game benefits of the normal class (hit points, defenses, proficiencies, class features, and so forth). When combined with the hybrid version of another class, these two partial classes create a whole, functional class.

In practice, it's not quite as simple as that. Because character classes aren't designed to be broken down and recombined in this way, not every hybrid is equally effective. Mixing roles, key ability scores, types of attacks, or other significant elements can result in a noticeable range of efficacy.

For that reason, this section provides advice on how to build an effective hybrid character. You can ignore this advice in order to create a hybrid that fits your mental image of your character precisely, but that character might prove less effective than your nonhybrid allies.

section details how to combine the elements in the two hybrid classes.

Armor Proficiencies: You gain only the armor proficiencies that are possessed by both of your classes. For example, a fighter/rogue would gain proficiency with cloth armor and leather armor only.

Weapon Proficiencies: Combine the weapon proficiencies given for each of your classes. For example, a cleric/rogue gains proficiency with simple melee weapons, simple ranged weapons, shuriken, and short swords.

SUPPORT FOR HYBRID CHARACTERS

We understand that many players are eager to test out the new hybrid character rules. We appreciate that enthusiasm, and we look forward to your playtest feedback, which will help us improve these rules.

However, since these rules are experimental and likely to undergo significant changes before they are published in final form, we've made two decisions regarding the type of official support that we'll provide for this content, decisions different from what we normally do for D&D Insider playtest content.

- Hybrid characters are not allowed in RPGA sanctioned events at this time.
- The D&D Insider Compendium and Character Builder will not support hybrid characters at this time.

We expect that the final version of the hybrid character rules will be legal for RPGA sanctioned events and also supported in the Compendium and the Character Builder. When the final version is published, we'll let you know about the change in status. Thanks for your understanding!

–R&D and Organized Play

Implements: You can wield the implements of both classes, and you can use implement powers from either class (and from those classes' paragon paths) through the implements of either class. For example, a cleric/warlock can use implement powers from either class through holy symbols, rods, and wands.

Bonus to Defense: You gain the bonuses to defenses noted in both hybrid class entries. Bonuses to the same defense add together. Some hybrid class entries give you a choice of which defense to apply a bonus to.

Hit Points at 1st Level: To determine your hit points at 1st level, add together the hit points at 1st level noted in both hybrid class entries. Then add your Constitution score to the result.

Hit Points per Level Gained: To determine the hit points you gain at each new level, add together the values noted in each of your hybrid class entries. For example, a cleric/fighter gains 5 hit points at each new level (2 for cleric + 3 for fighter).

Healing Surges per Day: Add together the healing surges per day noted in both hybrid class entries. Then add your Constitution modifier to the result.

Class Skills: To create your list of class skills, combine the class skills noted for the two hybrid classes.

Trained Skills: You gain three trained skills, chosen from your list of class skills. Some hybrid class entries grant extra trained skills, which must be taken from that class's skill list, not from the combined list.

Class Features: You gain all the class features in both hybrid class entries. If a class feature has the word "hybrid" in parentheses after its name, it is a modified version of the class feature but still counts as that class feature for the purpose of meeting prerequisites.

Powers: You gain one 1st-level at-will attack power from each class. You can choose your 1st-level encounter attack power and 1st-level daily attack power from either class.

WHAT'S A PLAYTEST ARTICLE?

A playtest article is your chance, as a *D&D Insider* subscriber, to offer feedback on some new rules that are scheduled to appear in an upcoming print product. In this case, the product is *Player's Handook 3*. Often, this content is still very rough (as in, it hasn't been through editing), and it's always still in the development process. You can email your playtest feedback to us directly at dndinsider@wizards.com. Just be sure to include "Playtest: PH3" in the subject line of your email.

When you reach a new level and gain an encounter attack power, a daily attack power, or a utility power, you can choose that power from either class. However, if you have at least two powers from the same category (at-will attack, encounter attack, daily attack, and utility), at least one of those powers must come from each of your hybrid classes. Even if you later retrain one or more of your powers (or swap out a power thanks to a multiclass feat or other special option), you must always have at least one power in each of those four categories from each of your classes.

Example: Bergen, a 1st-level fighter/rogue, wants a mixture of powers from his two classes. He selects *cleave* (fighter) and *deft strike* (rogue) as his at-will attack powers. He then selects *steel serpent strike* (fighter) as his 1st-level encounter attack power and *blinding barrage* (rogue) as his 1st-level daily attack power.

When Bergen reaches 3rd level and gains another encounter attack power, he must select the new power from the rogue class, since he already has a fighter encounter attack power. Alternatively, he could use retraining to replace *steel serpent strike* with

king's castle, a 1st-level rogue encounter attack power, and then choose a 3rd-level fighter encounter attack power.

When Bergen reaches 7th level, he can choose his new encounter attack power from either the fighter class or the rogue class, since he already has one encounter attack power from each.

Special Rules for Hybrid Characters

Hybrid characters interact with some game rules in unusual ways. Use these guidelines to help you sort out any complexities.

Meeting Prerequisites

A hybrid character is considered a member of both classes. A fighter/wizard can take feats and paragon paths, for example, that have either class as a prerequisite.

As noted in some hybrid class entries, a hybrid character receives a modified version of a class feature. Such a class feature counts as the full-fledged feature for the purpose of qualifying for and applying the effects of feats and other game options (unless the option clearly can't apply as a result of the modification).

Multiclass Feats

If you create a hybrid character, you can still select multiclass feats. The rules for multiclassing still apply: You can't take multiclass feats for a class you already belong to, which includes both of your classes.

Retraining

You cannot use retraining to replace one of your hybrid classes with a different hybrid class. You cannot, for example, use retraining to change from cleric/fighter to fighter/paladin.

Racial Traits

Some races grant benefits based on a class. As long as you remember that you are treated as a member of both your classes, these benefits should be easy to adjudicate. Here are two examples.

Dilettante (Half-Elf): You can't choose the at-will attack power from either of your classes.

Bonus At-Will Attack Power (Human): You choose the extra at-will attack power from either of your classes.

New Feat: Hybrid Talent

Prerequisite: Hybrid class character

Assigning Ability Scores

When combining two classes to build your hybrid character, try to choose classes with complementary key abilities, secondary abilities, or both. This helps your character remain effective.

For example, fighters and paladins share a key ability: Strength. This means a fighter/paladin hybrid character can select and use attack powers from both classes easily. The two classes also share a secondary ability: Wisdom. If the hybrid character has a high Wisdom score, he or she can benefit from various Wisdom-based options available to both classes, such as the paladin's *radiant smite* power and the fighter's Combat Superiority class feature.

If you choose two classes with different key abilities, make sure that both of the ability scores are high enough that you can use your powers and class features effectively. For instance, a fighter/rogue needs a good Dexterity score (to use rogue attack powers) and also a good Strength score (to use fighter powers).

When playing a hybrid character, it becomes even more important to use your racial ability score bonuses to their best effect. You'll get the most value if you match your two classes' key abilities to a set of racial ability score bonuses (such as a half-orc fighter/rogue).

Something to consider when assigning ability scores: If you select two classes whose key abilities are in the same defense pair (such as Dexterity and Intelligence), one or two of your defenses are likely to be lower than normal. This disadvantage can be overcome through the careful selection of feats and magic items, or you can play it up as a character quirk.

Here are some good ability score arrays to use when creating a hybrid character:

18 14 11 10 10 8
If your key abilities match, you can probably get away with this top-heavy ability score array, though you're probably sacrificing benefits derived from secondary abilities. A swordmage/wizard using this array would likely place the 18 in Intelligence and the 14 in whichever secondary ability mattered most.

16 16 12 11 10 8
This array works well for hybrid characters who have two key abilities, particularly if those overlap with secondary abilities. A fighter/swordmage might like this array, putting one 16 in Strength and the other in Intelligence.

16 14 14 13 10 8
This array is good for hybrid characters who want attack powers drawing on three or more abilities, such as a rogue/warlock who wants to select attack powers based on Dexterity, Constitution, and Charisma. A downside of this array is that your overall accuracy will suffer because of your lower ability scores.

Benefit: Choose a class feature from one of your classes. You gain that class feature.

You can neither select a class feature that you already have nor select a class feature for which you already have a hybrid version.

Hybrid vs. Multiclass

Both the hybrid character system and the multiclass system allow a character to select powers and class features from multiple classes. However, these two systems offer different advantages and disadvantages, which help make both choices interesting.

- A multiclass character doesn't give up any class features. However, he or she must spend precious feats to dabble in a second class, whereas a hybrid character doesn't need to spend any feats to do so.
- A hybrid character can begin play with a more varied array of class features and powers than can a multiclass character.
- A hybrid character whose classes have different roles is capable of temporarily but effectively stepping into either roles, but can't replace a nonhybrid character of either of them. A multiclass character fills one role entirely—the role of his or her main class—and can occasionally fill another role, but not as well as a hybrid character can.

Ultimately, the hybrid character system more effectively describes a character who has an unusual backstory than the multiclass system does. A hybrid character can begin his or her adventuring career having already mixed two very different classes. In contrast, a multiclass character starts out concentrated on a single class and slowly expands into another class.

It's up to you to decide which of these two systems better describes the unique mixture of class features, powers, and backstory that you believe best expresses your character.

Hybrids: Proceed with Care

The system of classes and roles in D&D is designed to ensure that every character has a clear purpose at the table and that no character can easily become marginalized by poor choices made in character creation.

The hybrid character system discards many of the safeguards built into the normal class system. Even though every effort has been made to craft a system that creates hybrid characters that are as robust and useful as their single-class comrades, the sheer number of combinations available—a number that will only grow as more classes are published—ensures that some combinations may well feel underpowered or ineffective. This is particularly true if your hybrid character is the only one fulfilling one (or both) of the roles normally filled by the classes you choose.

If you find that your hybrid character isn't as effective as you had hoped, work with your DM to find a solution. You might choose to combine a different pair of classes, to use the multiclass system, or to change to a nonhybrid character.

HYBRID CLERIC

A hybrid cleric offers useful healing to an adventuring party, but less than a full-fledged cleric. A hybrid cleric gives up the versatility of the Channel Divinity and Ritual Casting class features.

HYBRID CLASS TRAITS

Role: Leader
Power Source: Divine
Key Ability: Strength or Wisdom
Secondary Abilities: Charisma, Wisdom

Armor Proficiencies: Cloth, leather, hide, chainmail
Weapon Proficiencies: Simple melee, simple ranged
Implements: Holy symbols
Bonus to Defense: +1 Will

Hit Points at 1st Level: 6
Hit Points per Level Gained: 2
Healing Surges per Day: 3

Class Skills: Arcana (Int), Diplomacy (Cha), Heal (Wis), History (Int), Insight (Wis), Religion (Int)

Class Features: Healer's Lore, *healing word* (hybrid)

Healer's Lore

This class feature functions exactly as the cleric class feature (*Player's Handbook*, page 61).

Healing Word (Hybrid)

You gain the cleric power *healing word* (*Player's Handbook*, page 62). The power functions as normal, except that you can use it only once per encounter.

GOOD HYBRID COMBINATIONS

The best combinations for a hybrid cleric depend on the key ability you choose.

Strength-based clerics combine well with the fighter, the avenging paladin, the two-blade ranger, or the warlord.

Wisdom-based clerics combine more effectively with the archer ranger or the wizard.

HYBRID FIGHTER

A hybrid fighter protects his or her comrades like any other defender: with durability, martial prowess, and battlefield control. However, he or she sacrifices some of the fighter's talent with weapons and can't mark foes with all of his or her powers.

HYBRID CLASS TRAITS

Role: Defender
Power Source: Martial
Key Ability: Strength
Secondary Abilities: Dexterity, Wisdom, Constitution

Armor Proficiencies: Cloth, leather, hide, chainmail, scale; light shield, heavy shield
Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged
Bonus to Defense: +1 Fortitude

Hit Points at 1st Level: 7
Hit Points per Level Gained: 3
Healing Surges per Day: 4

Class Skills: Athletics (Str), Endurance (Con), Heal (Wis), Intimidate (Cha), Streetwise (Cha)

Class Features: Combat Challenge (hybrid)

Combat Challenge (Hybrid)

This class feature functions as the fighter class feature (*Player's Handbook*, page 76), except that you can use it to mark only enemies you attack with fighter powers and fighter paragon path powers.

GOOD HYBRID COMBINATIONS

As a hybrid fighter, your best options for the other half of your character are Strength-based classes, such as the battle cleric, the avenging paladin, the two-blade ranger, or the warlord.

Both the rogue and the swordmage can combine well with the hybrid fighter if you focus on powers that reward a high Strength score.

HYBRID PALADIN

The hybrid paladin brings a useful marking ability and strong melee powers to any party. Like other defenders, he or she is reasonably durable and can protect allies well.

HYBRID CLASS TRAITS

Role: Defender
Power Source: Divine
Key Ability: Strength or Charisma
Secondary Abilities: Charisma, Wisdom

Armor Proficiencies: Cloth, leather, hide, chain-mail, scale, plate; light shield, heavy shield
Weapon Proficiencies: Simple melee, military melee, simple ranged
Implements: Holy symbols
Bonus to Defense: +1 Fortitude, Reflex, or Will

Hit Points at 1st Level: 7
Hit Points per Level Gained: 3
Healing Surges per Day: 5

Class Skills: Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int)

Class Features: *Divine challenge* (hybrid)

Divine Challenge (Hybrid)

You gain the paladin power *divine challenge* (*Player's Handbook*, page 91). The power functions as normal, except that the following text replaces the power's second paragraph:

> While the target is marked, it takes a –2 penalty to attack rolls for any attack that doesn't include you as a target. The first time it makes an attack that doesn't include you as a target before the start of your next turn, you can use an immediate reaction to deal radiant damage to the target equal to your Charisma modifier. The damage increases to 2 + your Charisma modifier at 11th level and 4 + your Charisma modifier at 21st level.

GOOD HYBRID COMBINATIONS

Your best combinations depend on your key ability. If you favor Strength-based powers, good options include the battle cleric, the fighter, or the two-blade ranger. All three of those classes can benefit from a good Wisdom score.

A Charisma-based hybrid paladin has a harder time finding optimal combinations, though a smattering of warlock powers can give your character useful ranged attacks.

A paladin/warlord with high Strength and Charisma scores is a particularly strong hybrid.

HYBRID RANGER

The hybrid ranger retains the ranger's damage-dealing capability, but gives up the specialization gained through the ranger's Fighting Style class feature.

HYBRID CLASS TRAITS

Role: Striker
Power Source: Martial
Key Ability: Strength or Dexterity
Secondary Abilities: Wisdom

Armor Proficiencies: Cloth, leather, hide
Weapon Proficiencies: Simple melee, military melee, simple ranged, military ranged
Bonus to Defense: +1 Fortitude or Reflex

Hit Points at 1st Level: 6
Hit Points per Level Gained: 2
Healing Surges per Day: 3

Trained Skills: You gain one extra trained skill, chosen from the list of class skills below.

Class Skills: Acrobatics (Dex), Athletics (Str), Dungeoneering (Wis), Endurance (Con), Heal (Wis), Nature (Wis), Perception (Wis), Stealth (Dex)

Class Features: Hunter's Quarry (hybrid)

Hunter's Quarry (Hybrid)

This class feature functions as the ranger class feature (*Player's Handbook*, page 104), except that you can deal the extra damage only when you hit your quarry with a ranger power or a ranger paragon path power.

GOOD HYBRID COMBINATIONS

If your hybrid ranger favors archery, choose another Dexterity-based class, such as the rogue, or a class favoring long-distance attacks, such as the devoted cleric, the warlock, or the wizard.

Melee-oriented rangers should select another Strength-based class. The fighter is an obvious choice, but the battle cleric or the avenging paladin can benefit from a high Wisdom score. Even the rogue combines well with this variety of ranger, though you would need two high ability scores—Strength and Dexterity—to keep your attacks effective.

HYBRID ROGUE

A hybrid rogue can be just as sneaky and deadly as a nonhybrid rogue, but gives up some rogue options to gain those of another class.

HYBRID CLASS TRAITS

Role: Striker
Power Source: Martial
Key Ability: Dexterity
Secondary Abilities: Strength, Charisma

Armor Proficiencies: Cloth, leather
Weapon Proficiencies: Dagger, hand crossbow, shuriken, sling, short sword
Bonus to Defense: +1 Reflex

Hit Points at 1st Level: 6
Hit Points per Level Gained: 2
Healing Surges per Day: 3

Trained Skills: You gain two extra trained skills, chosen from the list of class skills below.

Class Skills: Acrobatics (Dex), Athletics (Str), Bluff (Cha), Dungeoneering (Wis), Insight (Wis), Intimidate (Cha), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)

Class Features: Sneak Attack (hybrid)

Sneak Attack (Hybrid)

This class feature functions as the rogue class feature (*Player's Handbook*, page 117), except that you can deal the extra damage only when you hit with a rogue power or a rogue paragon path power.

GOOD HYBRID COMBINATIONS

The rogue combines best with the archer ranger. Both classes use Dexterity as their key ability, and combining them provides a good mix of melee attacks and ranged attacks.

A rogue with a good Strength score can gain some durability and battlefield control by combining with the fighter. If Charisma is your secondary ability, consider combining with the warlock.

HYBRID SWORDMAGE

The hybrid swordmage provides a good mix of melee prowess, battlefield control, and special effects, but sacrifices some of the class's flavorful features, such as Swordbond.

HYBRID CLASS TRAITS

Role: Defender
Power Source: Arcane
Key Ability: Intelligence
Secondary Abilities: Strength, Constitution

Armor Proficiencies: Cloth, leather
Weapon Proficiencies: Simple melee, military light blades, military heavy blades, simple ranged
Implements: Light blades, heavy blades
Bonus to Defense: +1 Will

Hit Points at 1st Level: 7
Hit Points per Level Gained: 3
Healing Surges per Day: 4

Class Skills: Arcana (Int), Athletics (Str), Diplomacy (Cha), Endurance (Con), History (Int), Insight (Wis), Intimidate (Cha)

Class Features: Swordmage Aegis (hybrid)

Swordmage Aegis (Hybrid)

This class feature functions as the swordmage class feature (*Forgotten Realms Player's Guide*, page 26), except that you can use the power that you select only once per encounter. However, you regain the use of that power when its target drops to 0 hit points or when the power's mark is superseded by another mark.

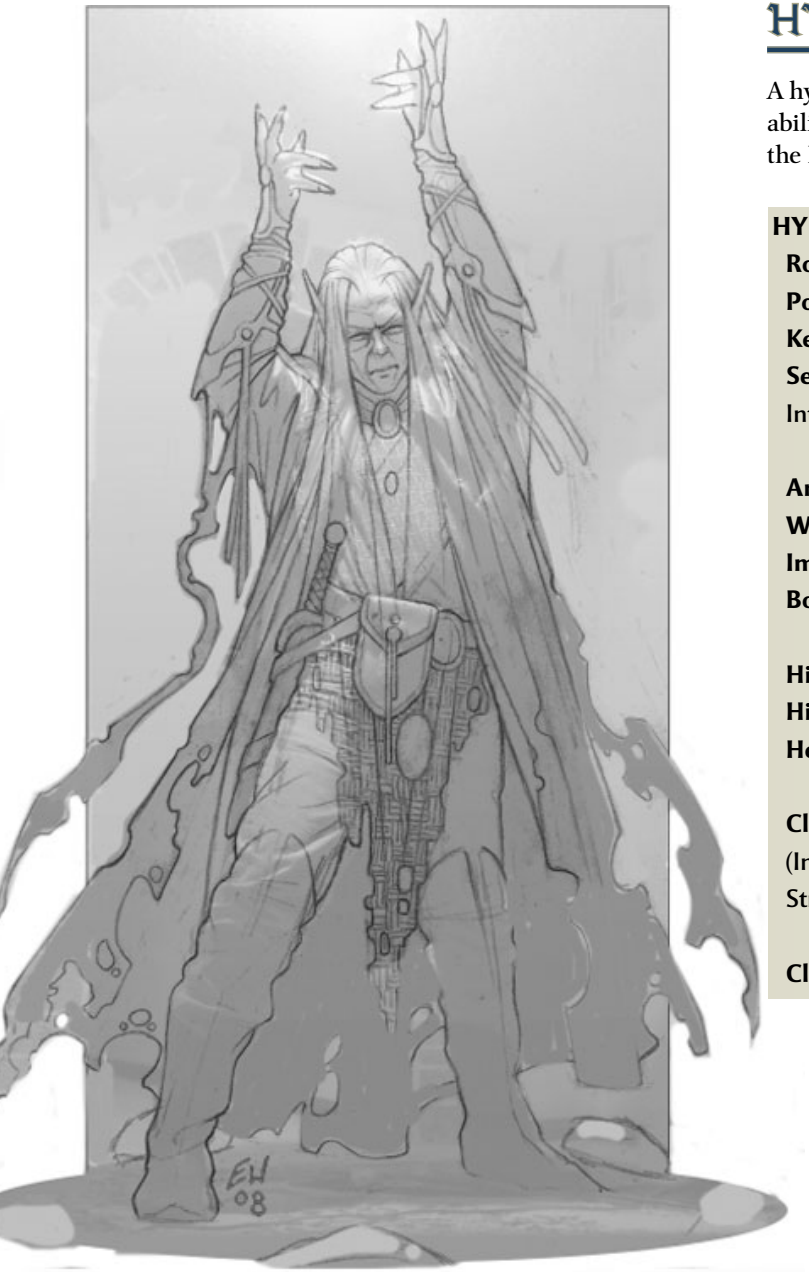
GOOD HYBRID COMBINATIONS

A hybrid swordmage must decide whether to optimize his or her high Intelligence score or specialize in melee combat.

If you choose the first route, adding the wizard class gives you a great breadth of powers that share the same key ability.

Alternatively, you can split your focus between two ability scores to concentrate on melee powers. Adding any Strength-based melee class (fighter, two-blade ranger, or even battle cleric or avenging paladin) works reasonably well for this, since a high Strength score also benefits some of your swordmage powers.

A swordmage/warlord with good Strength and Intelligence scores makes a formidable combatant.



HYBRID WARLOCK

A hybrid warlock offers excellent damage-dealing ability along with some control powers, but gives up the Eldritch Pact class feature, among others.

HYBRID CLASS TRAITS

Role: Striker
Power Source: Arcane
Key Ability: Constitution or Charisma
Secondary Abilities: Constitution, Charisma, Intelligence

Armor Proficiencies: Cloth, leather
Weapon Proficiencies: Simple melee, simple ranged
Implements: Rods, wands
Bonus to Defense: +1 Reflex or Will

Hit Points at 1st Level: 6
Hit Points per Level Gained: 2
Healing Surges per Day: 3

Class Skills: Arcana (Int), Bluff (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha), Thievery (Dex)

Class Features: Warlock's Curse (hybrid)

Warlock's Curse (Hybrid)

This class feature functions as the warlock class feature (*Player's Handbook*, page 131), except that you can deal the extra damage only when you hit a cursed enemy with a warlock power or a warlock paragon path power.

GOOD HYBRID COMBINATIONS

The hybrid warlock can't perfectly match his or her key ability and preference for ranged attacks, so you should instead aim for combinations of key and secondary abilities that mesh well. For example, if you prefer warlock powers that use Charisma, you can add the paladin to create a nice mix of ranged powers and melee powers, or you can add the cleric, the rogue, or the warlord.

If you favor Constitution-based warlock powers, you might choose fighter as your other class (assigning a high Strength score) and dive into melee with aplomb.

Combining with the wizard creates a synergistic power list, and that class's key ability, Intelligence, is a good secondary ability for the warlock.

HYBRID WARLORD

As a hybrid warlord, you bring talents of combat leadership and healing to a group, though you give up the Commanding Presence class feature.

HYBRID CLASS TRAITS

Role: Leader
Power Source: Martial
Key Ability: Strength
Secondary Abilities: Intelligence, Charisma

Armor Proficiencies: Cloth, leather, hide, chainmail; light shield
Weapon Proficiencies: Simple melee, military melee, simple ranged
Bonus to Defense: +1 Fortitude or Will

Hit Points at 1st Level: 6
Hit Points per Level Gained: 2
Healing Surges per Day: 3

Class Skills: Athletics (Str), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Intimidate (Cha)

Class Features: Combat Leader, *inspiring word* (hybrid)

Combat Leader

This class feature functions exactly as the warlord class feature (*Player's Handbook*, page 144).

Inspiring Word (Hybrid)

You gain the warlord power *inspiring word* (*Player's Handbook*, page 145). The power functions as normal, except that you can use it only once per encounter. At 16th level, you can use the power twice per encounter, but only once per round.

GOOD HYBRID COMBINATIONS

Most hybrid warlords select a Strength-based melee class as their second class: cleric, fighter, paladin, or ranger. Of these, paladin is probably the best fit due to that class's reliance on Charisma, a secondary ability of the warlord.

However, some hybrid warlords who have high Intelligence scores mix in the swordmage or wizard classes to great effect.

HYBRID WIZARD

A hybrid wizard brings much of a wizard's great versatility in power selection, but gives up the flexibility provided by the Ritual Casting Spellbook class features, as well as the potent Arcane Implement Mastery class feature.

HYBRID CLASS TRAITS

Role: Controller
Power Source: Arcane
Key Ability: Intelligence
Secondary Abilities: Constitution, Dexterity, Wisdom

Armor Proficiencies: Cloth
Weapon Proficiencies: Dagger, quarterstaff
Implements: Orbs, staffs, wands
Bonus to Defense: +1 Will

Hit Points at 1st Level: 5
Hit Points per Level Gained: 2
Healing Surges per Day: 3

Class Skills: Arcana (Int), Diplomacy (Cha), Dungeoneering (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

Class Features: Cantrips

Cantrips

This class feature functions exactly as the wizard class feature (*Player's Handbook*, page 158).

GOOD HYBRID COMBINATIONS

As a hybrid wizard, you're not particularly durable, so you must choose your second class, as well as your powers, with care.

The swordmage shares the same key ability, but that class's predilection for melee combat is at odds with the typical wizard's preference for staying out of the fray. To keep up in melee, select a good mix of close wizard powers and some feats that improve your survivability. Alternatively, focus your swordmage power selection on ranged powers and area powers and enter melee only as a last resort.

A hybrid cleric/wizard with good Intelligence and Wisdom scores can safely and effectively remain in the back ranks while supporting allies with battlefield control and healing.

Familiars

BY LOGAN BONNER AND
STEPHEN RADNEY-MACFARLAND
illustration by Wayne England

Logan: My first familiar was a monkey. In my first session, I sent it to scout, it died, and I lost XP. It turned out that it usually was better if you just left a familiar in your backpack and enjoyed its bonuses, but that's not very satisfying. The main goal for designing 4th Edition familiars was to get them out of the backpack and onto the battlefield once in a while.

I decided on having two modes for a familiar: passive and active. You'd get a tactical benefit for having the familiar in active mode, but you'd put it in harm's way. Passive mode grants a different benefit and keeps the familiar safe. Each has advantages and disadvantages. In the original design, each familiar also had a continuous benefit it gave regardless of its mode.

Stephen: Well, if we're talking about out first familiars, mine was a quasit back in 1E. (And no, I didn't roll for it; I totally cheated). When I was a kid we were all just crazy for those suckers. They looked liked something from a *Black Sabbath* album cover and granted your character magic resistance, regeneration, and that saucy extra level. Boo-yah!

I wasn't as gutsy as Logan. I never let that quasit out of its sack. There was just too much to lose ... which was a shame. So development was entirely on board with the active and passive modes for familiars. We just simplified the three speeds of familiar. We figured that keeping a familiar safe was its own reward, we didn't need to incent it further. Wrapping those bonuses into the continuous bonuses made them simpler to play.

Logan: In 3rd Edition, familiars all had full monster stats. As with many secondary creatures linked to PCs in 4th Edition (the shaman's spirit companion and summoned creatures, for example), we went simpler, having the familiar just use its master's defenses and skill bonuses. Usually, the creature itself has nothing more than a special movement speed or mode of vision.

Stephen: As a DM in 3E, there were few things worse than waiting for the wizard/summoning druid with the leadership feat and the five dogs (trained for war, of course) to finish moving his zoo around the battlefield. Having the ability for a familiar to act within the controlling character's action economy, while still being evocative, fun, and beneficial, were things we strived to maintain

throughout their development. The link to summoned creatures is intentional in more ways than one. It allows familiars to level up in a simple way without need for their own progression chart. In development, we tended to view familiars as a summoned creature that persists longer than a power allows.

Logan: In the past, each familiar was only as magical as the base creature. I wanted to broaden the scope a bit, so the player could make it as fantastical as he or she wanted. A normal-looking cat works the same as a cat with gemstone eyes and a body made of sand. I recast familiars as sagacious arcane spirits with unique forms, rather than real animals.

Stephen: Broadening the spectrum goes the other way as well. You can make your familiar seem very mundane, which can be a cunning surprise in a roleplaying encounter or even a skill challenge. But the greatest thing about this flexibility is that you can have the familiar you really want and that fits your character concept. You want a falcon made of pure lightning for your soulstorm genasi swordmage? No problem. You want a clicking and whizzing clockwork spider for your drow artificer? Go for it. You can make the creature seem as fantastic or as mundane as you desire.

Logan: When a character dies, it's a big moment. You've invested a great deal into your PC. What about when a familiar dies? While it could, in theory, be pretty emotional, it could also just be a nuisance. It led to PCs keeping familiars in safe places and otherwise ignoring them. I've heard more stories about familiars drowning, forgotten in backpacks, than about emotional moments when familiars died. So we dropped permanent familiar death out of the picture. Since it's an arcane spirit, it just needs a little time to reconstitute its form.

Stephen: This is why I kept that quasit in my backpack. In the olden days, you lost your shirt when the familiar bit it. We wanted folks to lose something if the familiar goes poof but to have the penalty fit the crime. Basically, a familiar is a mix of a feat and a minor summoning. Having it go away for an encounter if it's "killed" seemed the best place to put the penalty. It's something you will miss but not something that debilitates your character.

Logan: In the original version of the familiars document, you took a familiar master feat to gain a Find Familiar ritual, which then let you call a familiar. There was one additional feat, Familiar Rapport, that let you communicate telepathically with the familiar and gave it a bonus to defenses.

Stephen: Development simplified the original design. While the ritual was a nod to the older editions, the extra hoop you had to jump through wasn't necessary. Now the feat is all you need to gain a familiar.

Then we added some functionality to familiars through additional feats and gave extra incentive for taking those by granting a +1 to the familiar's defenses for each familiar feat you have over the original Arcane Familiar feat. Putting these in feat form allowed us to create improved familiars without having to create just a better class of individual familiar choices. If you like the familiar you have, you should be able to improve it, not replace it with something different but mechanically superior.

Logan: Here's a balancing act we have to perform pretty often: Make a mechanical item compelling and interesting, without having it consume more of your time and brainpower than it should, given its overall importance. While we wanted a familiar to be a fun roleplaying hook and have a noticeable mechanical benefit, we didn't want it consuming your character too much. Compare the significance of a familiar to the shaman's spirit companion or the beast companion for the beastmaster ranger, and you'll notice the familiar doesn't matter nearly as much to the character's overall play style. The Familiar Keeper paragon path (from "Get Familiar" in *Dragon* #374) lets someone make the familiar more important to his or her character, but that's only for the devoted.

Stephen: This is one of the main reasons that you find a small list of constant benefits and one active benefit for most familiars. The constant benefits usually occupy the same game space as feats—things that you adjust on your character sheet and forget about it (unless your familiar dies, of course), while a familiar's active benefit typically grants a single augment to the actions that you can take with your familiar when it is away from your person.

Giving them this structure and constraints allowed us to make reasonable judgments on the individual familiars' balance and limit each familiar's complexity.

Logan: Picking the cast of familiars relied both on the familiar lists of early editions and new creatures we wanted to make available. I carried over most of the basic familiars from previous editions (but left out the quasit and brownie), or at least included creatures that were similar. The classes and races of 4th Edition also influenced the selection. That's

why you'll see spiders for drow, scout homunculi for artificers, and a bunch of familiars that work well for warlock pacts (like book imps for the infernal pact and arcane wisps for the fey pact). I also hunted through our miniatures, looking for good little creatures players might want to grab to use as familiars. Only a few, such as the burning skull and the mephitis, were totally inspired by miniatures, but they fit really well as familiars.

Stephen: I don't know what Logan's talking about. The quasit's in there. It's now just called the bound demon! At least that's the shape my bound demon is going to take. Sheesh.

Seriously, with the mechanical mix that's out there and your ability to flavor the familiar spirit any way you want, the possibilities for theme and flavor are endless. I'm sure we will—and I know fans will—create more familiars over time.

Logan: I always saw the roleplaying hooks for familiars as the most important part of the whole package. Ideally, a player is choosing his or her familiar to serve a story concept rather than just for a mechanical advantage (though hopefully both will fit the same character concept). That's why you'll see a lot of tips for making roleplaying hooks and personality/appearance quirks for familiars. We didn't hard-code any of it, so the player gets as much freedom as possible.

Stephen: This has always been a strength of familiars in D&D from one edition to the next. With the exception of a select few that had built-in story hooks (like the quasit), it was really up to the player and the DM to breathe life into familiars. By giving options rather than restraints, it allows you infuse as much or as little story as you want into these critters.

Logan: The familiars in *Arcane Power* and "Get Familiar" were always intended to go in those places. The article and section in the book were designed at the same time, and I designed the familiars in one big lump. Splitting them up between the two, I asked myself two questions: How broad is the familiar's appeal, and does it fit into a category that should stay all together? For instance, I knew a lot of people across a variety of classes would want bats, cats, and dragonlings, so those went into the (relatively small) selection of familiars in *Arcane Power*. The rootling and disembodied hand were a little weirder, so they went to the article. I wanted the mephits and dragonspawn familiars to appear in groups, so they're all in "Get Familiar."

Stephen: Familiar design is almost limitless and will continue to expand as the D&D universe does. *Arcane Power* gives you the usual suspect. "Get Familiar" shows you some more directions you could go, including some tier-dependant familiars. Many are corner cases, or just darn strange, but they all have a home in someone's imagination.

Logan: Here are some familiars that we considered but that didn't make the cut. You'll also notice that they use the names of actual monsters. We later decided not to do that, to avoid confusion.

Darkmantle
Fire bat
Fox
Iron cobra
Kruthik
Pixie
Primordial Toad
Stirge
Umbral blot
Vargouille (proving that just because we have a mini doesn't mean we should do the familiar)
Vestige relic
Zairtail

I'd also included implements and weapons as familiars, but that slot was already filled with intelligent items.

About the Authors

Logan Bonner traded the Great Plains of Kansas for Seattle when he landed a job at Wizards of the Coast. As a mechanical designer, he has worked on *Dungeon Tiles*™, D&D *Miniatures*™, *Forgotten Realms*® *Player's Guide*, and *Adventurer's Vault*™.

Born on a stormy Christmas day, in our nation's capital, during the Nixon administration, the stars were definitely wrong when **Stephen Radney-MacFarland** came screaming into the world. Spending most of his impressionable years as a vagabond and ne're-do-well, Stephen eventually settled in the Northwest to waste his life on roleplaying games.

Once that RPGA guy, Stephen is now a developer in RPG R&D where he doesn't create the traps... he just makes them deadlier. He also teaches a class on roleplaying design for the Art Institute of Seattle, molding the minds of young and upcoming designers. Be afraid. Be very afraid.

Bear With Me

BY SHELLY MAZZANOBLE
illustrations by William O'Conner

Picture this:

A nice house on a quiet street mere blocks from the elementary school.

Inside this lovely house lives a seven-year-old girl who gets to have a bowl of ice cream every night before bed. In fact, she insists on it. Her toy box runneth over with coveted Barbie dolls sporting the G.I. Jane haircut she gave them mere minutes after acquiring them. Books spill off her shelves, and her closet is full of monogrammed sweaters she likes to color coordinate with whale-and-heart-patterned turtle necks. She can watch all the television she wants, even in her bedroom. But noooo, that is not enough. She wants more.

"Please may I have a dog?" she inquires.

Oh okay, enough of this crap. The girl is me, and I certainly never inquired. It was more like pleading, begging, rationalizing, and reasoning. But it was all for naught. Ever since she was chased home by a Boston Terrier when she was three, Judy's sworn off anything with whiskers and fur.

"Absolutely not," she'd say. "Don't ask me again."

"But Mooooooooooom," I whined. "I'll die if I don't get a dog!"

Mom said I was more than welcome to have a hundred dogs when I was grown up and no longer living in her home. Then she'd send me away to go play with my hermit crab.

But I *really* wanted a dog. Like, cried every time a character on TV called their dog. Like, meandered away from Mom in the grocery store to pull bags of Alpo off the store shelves and drag them to the cashier. Like, take my stuffed animal dogs for walks around the neighborhood, scratching their heads and cooing sweet nothings into their stuffed ears. (I know. Weird.)

And yet fiberfill was so unfulfilling. So I did what any not-quite-normal seven-year-old would do. I gave myself a dog.

Enter Woofie, my ageless, loyal German Shepherd companion. Woofie and I spent all day together playing fetch in the front yard, practicing tricks in

the living room, curling up with a Nancy Drew book under my canopy bed. He walked me to school every morning and I made a big production out of sending him home when I got to the crossing guard outside of school.

"Go home, Woofie," I commanded. "See you at lunch time! We're having liverwurst!" (I loved liverwurst, which to me was even weirder than talking to an imaginary dog.)

"Who you talking to, dear?" Miss Eleanor, the crossing guard would ask.

"Duh," I answered. "My dog."

"Tell your mom you want to go see a nice man named Dr. Havner, okay? I'll give you his number."

I did pass that message on to my mother, who patted me on the head and responded, "Next time you see Miss Eleanor, tell her Woofie peed on her lunch."

Then she sent Woofie and I to play in the backyard.

Fast forward several years and a few *real* dogs later to my D&D game, where I'm asking New DM for the 19th time that week if Tabitha can have a familiar.

"Please?" I begged. "All the other wizards have familiars."

"Tabitha can have a hundred familiars when she's grown up and no longer living in my campaign."

"If all the other wizards had hot tub rash, would you want that too?" New DM would ask.

"If all the other wizards had hot tub rash, it's very likely she'd already have it," I would answer.

"Tabitha can have a hundred familiars when she's grown up and no longer living in my campaign."

Patience is not one of a tiefling's virtues, so Tabitha did what any not-quite-normal wizard would do. She gave herself a familiar anyway.

Enter Oso de la Fez, an ex-burlesque show bear who was enslaved into a life of bicycle riding and balancing on rubber balls for the amusement of drunken spectators and wayward adventurers until Tabitha and her rogue friend, Teemu, busted him out. Yes, Tabitha has some question marks in her past, but she only did it to put herself through Charm School. Tabs promised Oso that when she left, he'd go with her.

Now she and Oso are tighter than a pair of studded leather pants.

Today they are both members of the Wylde Stallions adventuring group, . While Oso has helped the Wylde Stallions with apprentice-level tasks, such as carrying heavy equipment looted from the party's kills, moving logs and boulders to create a safe and comfortable rest spot, and putting his height to good use by scouting out danger in and above the trees, he's not accepted by all members of the group. With the exception of Teemu, the rest have the nerve to *pretend* they can't see him! Who do they think Tabitha is talking to?

New DM lets Oso follow the group from one strife-ridden town to another, but when combat ensues, he moves to the sidelines. I like to think of him as a high school mascot, riding his bicycle up and down the field, chanting words of inspiration: *Be aggressive! B-E aggressive!*

Afterward, he lumbers over to the group to make sure everyone is okay. Tabitha scratches his nose and assures him the Wylde Stallions will be right as rain after a good long rest. Meanwhile, Aaeon, Maya, and Anwar roll their eyes and twirl their index fingers by their temples. Good thing Tabitha has ridicule resistance 15.

All of this was about to change.

"What's this?" I asked Marty, pointing to a book on his desk. "*Arcane Power.* Hmm..."

"That is the answer to your prayers," he answered. "Tabitha can finally have a familiar."

"She has one," I said. "Giant black bear, red fez. Kind of hard to miss."

"A *real* familiar," he corrected. "One we can all see."

"You could if you tried," I sighed. "You could if you tried..."

Marty may be closed-minded, but he gave me an idea. So, I went in search of New DM.

He wasn't surprised to see me standing at his desk with Marty's advance copy of *Arcane Power.*

"Which one did you choose?" he asked.

"Oso wants to be a real bear."

"Who do I look like? Geppetto?" he responded.

"Come on, New DM, he doesn't ask for much. Just a chance to prove himself to the group."

"Just swap out one of your feats for Arcane Familiar and pick a familiar. From *the book*. Or the *Dragon* article."

I knew he was going to say that, and I was ready to plead Oso's case. "All that time trapped in a steel cage, only let out once a day for a humiliating trot around a stage wearing a red fez. The only thing keeping him going was the dream of one day becoming a familiar."

New DM ignored me and pointed to the pages listing familiar choices. "You could have a cat. Or a cute, little dragonling! How about a book imp? You like books!"

I had no choice but to pull out the big guns:

"His name is Oso
He was a show bear
Trapped in a cage covered in poop,
He dreamed of adventure in a group!"

New DM looked traumatized, so I stopped. Singing isn't my strong suit. Maybe songwriting isn't either.

"He still wears the red fez, you know," New DM pointed out. "No one is forcing him to dress like a bellhop."

With all the time I spend around puppies, you'd think I'd have mastered their beseeching look, but usually I look like a cross between a barn owl and Edvard Munch's *The Scream*. I give it a shot anyway.

New DM sighs, partially because this expression is almost as painful as my singing and partially because he knows this is his fault for asking us to create character back stories.

"I'll tell you what. If you can stat out Oso like a *real* familiar, he's all yours," he said. "Real stats. Not your fake ones like *Oso gives the party +35 to attacks* or *acknowledging Oso's presence grants an eternal shield*."

I should be thrilled. This is like Judy saying, *If you can find a dog that needs a home, you can have it*. Only I know this is New DM's creative way of saying no.

"How do I do that?" I asked.

He shrugs. "In the meantime, might I interest you in a falcon?"

I had a good mind to tell New DM where to put his falcon.

"Or how about a bound demon?" New DM called after me. "Ha, ha, ha, ha!"

I walked back to my desk with the weight of a thousand enslaved show bears pressing down on me. I let Oso down. Tabitha would kill me.

"Psst," I heard coming from the direction of a darkened conference room ironically named The Shadowfell. "You looking for a familiar?"

"Uh . . . who's asking?" I said to the darkness.

"Come here," the voice said.

"Nu uh! I'm not going into The Shadowfell alone! Never split the party, dude!"

Fluorescent lights illuminated the conference room revealing . . . Rob Heinsoo.

"I heard you talking to New DM," he said. "Sad story about your bear. But I think I can help."

Interesting. New DM didn't say I couldn't ask for help.

"You can stat out my bear?" I asked. I mean, Rob's a nice guy and all, but I'm pretty sure making your coworkers imaginary friends real isn't part of his job description."What's in it for you?"

"I'll think of something," he said, and that's good enough for me.

We settle into the conference room to discuss Oso's transformation.

"I bet this is how Snuffy felt the day the producers of *Sesame Street* determined the concept of imaginary friends wasn't healthy for kids."

Rob looked at me for a long moment. "I bet it's exactly how he felt."

"I bet this is how Snuffy felt the day the producers of Sesame Street determined the concept of imaginary friends wasn't healthy for kids."

I gave Rob some history on Tabitha and Oso and the research I did on bears. Personally, I think R&D has overlooked an optimal familiar option. For instance, bears have a great sense of smell. That would come in handy when sniffing out an opponent who has concealment. Those giant paws are surprisingly nimble, and they're expert climbers. I'm seeing a buff in Perception and Athletics.

"Did you know that some bears have been clocked running 35 mph?" I asked. "That could do wonders for a PC's speed."

"Of course I did!" Rob answered. Apparently his wife is a park ranger, so he knows all sorts of interesting facts about bears.

It goes without saying that Astrid had a rat named Aloysius who was handy when it came to stalking and spying and would probably have done more if Astrid weren't so scared of killing him.

"Familiars in 4th Edition don't die," Rob explains. "They can be targeted, but if they get hit they just go away and come back after an extended rest."

For someone who thinks the only thing that sucks about having a dog is that whole seven to one year ratio, that was about the greatest thing I've ever heard. Where can I get a 4th Edition shepherd lab mix?

"So it's like *Pet Cemetery*?" I asked. "Except they don't come back evil."

"Well," Rob said slowly, "they could."

"Oh no," I countered. "Oso doesn't have an evil bone in his body."

"Look," Rob said, "part of your job as a player is to make things interesting. To add interesting elements to the story and move the plot forward."

"Actually, my job is to second guess New DM and silently judge my group's snack choices."

"How bad does Tabitha want her bear to be real?"

"Real bad."

"Like bad enough she'd give part of her soul for it?"

Seven-year old Shelly would have sold her bike, Hippity Hop, *and* her Buck Rogers Paint-By-Number kit, let alone her soul for a dog. But this was Tabitha, the careless, hostile, apathetic tiefling with a masterwork chip on her shoulder.

"Probably," I said. She's multiclassed as a warlock, so making pacts with dubious types is all in a day's work. "Make that definitely."

"Good, good," he nodded. "But you know you can't just show up with a bear made of awesome and not expect consequences, right?"

I don't, but I nod and pretend I do.

"Tell me again why you're doing this for me?" I asked.

Rob smiled. "Oh you know, just helping out a friend in need. Besides, you never know when I might need a favor."

I think of Oso romping around the playmat, making small talk, taking up space. *An actual space!*

"I'm okay with consequences," I told Rob. "And paying back favors."

"Excellent," Rob said, laughing like a cartoon villain and rubbing his palms together.

For some reason that gave me the shivers. "You're just doing that to be funny, right? I mean, that's not your real laugh, is it?"

Rob laughed again.

I began to wonder if maybe New DM was right. I *do* like books. And a falcon could be bad ass. Maybe Oso wouldn't be happy in the real world. Or maybe Tabitha underestimated the commitment and attention that goes into caring for a real bear. I'm sure there are all sorts of fines associated with not cleaning up after your pet.

"You know," I told Rob, "You're probably really busy. You don't have to do this. I'm sure Tabitha will understand "No worries," Rob said, twirling his invisible mustache. "It will be fun." He laughed that villainous laugh again.

Yikes! What the heck is going on here? What had I gotten myself into? Oso de la Fez better be grateful, because I think I may have just done a bad thing.

As if reading my mind Rob added, "I think you'll both be pleased with Tabitha's new and improved companion."

This put my mind slightly more at ease. But what choice did I have? I had already given up a piece of Tabitha's soul. She might as well get something out of it.

And there in The Shadowfell we got to work, making Oso de la Fez a real bear.

About the Author

Shelly Mazzanoble still isn't sure what the going rate is to create an illegal familiar, but she'll be sure to let you know.

D&D Alumni

by Bart Carroll and Steve Winter

"Dave Arneson . . . Is there really such a creature? Yes, Gentle Readers, there is, and shudder when the name is spoken. Although he is a man of many talents who has authored many historic rules sets and games...Dave is also the innovator of the "dungeon adventure" concept, creator of ghastly monsters, and inscrutable dungeonmaster par excellence. He devises complex combat systems, inexplicable dungeon and wilderness areas, and traps of the most subtle fiendishness.

E. Gary Gygax
D&D Supplement II: Blackmoor

We here at Wizards of the Coast were extremely saddened to learn of Dave Arneson's passing. As co-creator of **Dungeons & Dragons**, Dave affected all of our lives, and this month we wanted to make the small gesture of looking back on some of his contributions to the game we care so much about.

Dave Arneson

In 1975, TSR published Dave Arneson's *Blackmoor*. As stated in the supplement's forward by Gary Gygax:

Caution! This is the second supplement to the highly addictive game Dungeons & Dragons. Handle it at your own risk. Even a brief perusal can infect the reader with the desire to do heroic deeds, cast mighty magical spells, and seek to wrest treasure from hideous monsters.

Herein you will get a taste of these, but he never reveals all. This writer always looks forward with great anticipation to an adventure in the "Blackmoor" campaign, for despite the fact that I co-authored the original work with Dave, and have spent hundreds of hours creating and playing Dungeons & Dragons, it is always a fresh challenge to enter his "world". I can not recommend him more highly than simply saying that I would rather play in his campaign than any other - that other dungeonmasters who emulate Dave Arneson will indeed improve their games. While eagerly anticipating yet more material from dread "Blackmoor Castle", the following pages should satisfy your immediate craving for new ideas.

While the name "Blackmoor" referred variously to both Dave's personal campaign setting and his variant rules for the game, the supplement itself largely presented a wild miscellany of new options for the game.

These included a hit location system for combat (differentiating a creature's possible locations depending on whether it were humanoid, avian, insectoid, reptile, fish or snake). Depleting an opponent's hit points in their arms or legs effectively crippled them, while destruction of the head or chest resulted in a fatal wound. Further options factored in the attacker's vs. defender's heights (and weapon lengths) to better determine hit location (a 6 ft. tall defender, for example, had no chance to hit a 20 ft. tall giant anywhere except in the arms and legs).

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For DMs looking to use aquatic environs, Blackmoor detailed underwater adventures with information on swimming, terrain, and creatures—many of which would later appear in the 1E Monster Manual, such as the sahuagin, whose legend stated:

The exact origin of the sahuagin is unknown. It is suggested that they were created from a nation of particularly evil humans by the most powerful of lawful evil gods in order to preserve them when the deluge came upon the earth. The tritons, however, are purported to have stated that sahuagin are distantly related to the sea elves, claiming that the drow spawned the sahuagin.

Yet in Blackmoor, a fuller account was provided of these "devil men of the deep":

In the eons past there was a great flooding of the land (although history does not agree when this occurred and it may have happened twice) when the ice caps were melted during a great struggle of the gods to control the planet. When the water rose some of these gods took care that representative portions of all life were preserved and returned when the waters fell and the land became fruitful again. Others sought to change the nature of life so it could adapt to the new face of the world and at the same time preserve its intelligence. On the one hand it is said that the sea elves and the mermen were created by the Great Gods of Neutrality and Law while the Gods of Chaos bent their will to create the Sahuagin. In every aspect the Evil ones sought to make the Sahuagin into the most evil of the evil and many agree that they succeeded in making a race that fit that bill. Many individual horrors both on the land and sea may be in themselves worse than the Sahuagin but no where will there be found a comparable race that as a whole retains the worst possible qualities. Much about the Sahuagin is probably myth but even if half of what is said about them is true then they are, indeed, a terrible threat.

Other details included extensive descriptions and fatality chances of diseases, as well as the chance a hired sage might be able to answer a question—and the curses such sages could employ against anyone daring attack them: "The power of the curse depends upon the knowledgability of the Sage. A very low-level one might curse a person so that all of his teeth fall out, while a very high-level one could curse you so as to never be able to make a saving throw again!"

THE MONK AND THE ASSASSIN

Not the name for the best odd partner movie ever, these two classes were also introduced in *Blackmoor*:

- Monks (Order of Monastic Martial Arts), a sub-class of Clerics which also combined the general attributes of Thief and Fighting Man.
- Assassins, a sub-class of Thieves.

"Under special circumstances and in large campaigns it is possible to allow the character of the assassin." When it came to introducing this killer class, *Blackmoor*'s description proved quite lethal—yet this original version required assassins to be human in race and oddly neutral in alignment. Otherwise, these assassins boasted the same deadly skills as the 1E *Player's Handbook* version, able to don disguises (generally 95% foolproof, or 90% if posing as the opposite sex), use poison, learn new languages—and, of course, in their mercenary collection of fees.

"Members of the Order seek both physical and mental superiority in a religious atmosphere." *Blackmoor*'s monks also resembled the version appearing in the *Player's Handbook*, boasting a formidably array of powers, including that of speaking with animals and plants, advanced mental acuity and physical well-being, and of course deadly skills in combat. Despite wearing no armor, monks naturally improved their armor class. They could parry projectiles, even (originally) *magic missiles*. They dealt additional damage when using weapons, but were even more powerful with their open hands; if they hit an opponent at +5 on the die over the minimum required, they had a chance to stun (75% for 3-12 turns) or outright kill (25%) an opponent. Add in the monk's Quivering Palm—able to kill an opponent of equal hit dice 1/week—and it's little wonder monks were later described as "the most unusual of all characters, the hardest to qualify for, and perhaps, the most deadly."

TEMPLE OF THE FROG

"BLACKMOOR" also contains some interesting and amusing information regarding the actual campaign of that name. It is the oldest and longest running DUNGEONS & DRAGONS game, and readers should find such material quite helpful in assuring the longevity of their own campaigns.

That said, the supplement did not flesh out the setting beyond its included adventure, "Temple of the Frog":

Deep in the primaeval swamps of Lake Gloomey, shrouded in perpetual mist, lies the city of The Brothers of the Swamp. For years past this "religious" order has delved into the forbidden areas of study and determined that animals have more potential to populate the world than man, who was, after all, a biological abomination which would ultimately threaten

the existence of all life. Therefore the good Brothers began developing a strain of amphibian that would combine the worst ferocity and killer instincts of larger mammals with the ability to move through swamps with great swiftness to strike and avoid retaliation.

There came one day, to the town, a strange individual called only Stephen the Rock, who came with three followers. Stephen possessed some very unusual powers and was looking for a place to establish himself. Quickly he became a part of the Temple and was appointed to the council upon the assurance that he and his followers would revive the purpose of the Temple and bring about the completion of its mission within the near future.

Those progressing through the temple could run into enemies ranging from more than 150 soldiers with 1-6 hps, to ghouls and giant lizards, to medusas (who were inclined to ally with PCs who promised to set them free), to 1,000 or more giant frogs swimming through massive breeding ponds. There were also priests linked by their magical rings of animal and giant frog control—and ultimately the temple usurper, high priest St. Stephen (a 9th-level magic-user) backed up by six 5th-level thaumaturges. The truth behind St. Stephen added in a sci-fi element more commonly recognized from Expedition to the Barrier Peaks:

This fellow is not from the world of Blackmoor at all, but rather he is an intelligent humanoid from another world/dimension.

Should anyone survive their exploration of the temple, they'd find powerful riches (including a *rod of lordly might*, *ring of three wishes*, and *crystal ball*), as well as several of St. Stephen's more technological items brought with him; if adventurers ever lusted after the power armor in the *Barrier Peaks*, St. Stephen possessed an even greater suit:

Battle Armour: An ordinary appearing suit of mail endows the wearer with +3 on defense and saving throws. It enables the wearer also to move at 12" per turn and there is no fatigue factor. Also, upon donning this armor the wearer receives an 18 (00) strength and an 18 dexterity. It provides complete protection against all energy type weapons including fireballs, lightning, cold, etc., and against charming, hypnosis, draining life levels, and any spells which act upon the wearer physically (polymorph, decay, etc.). This armor puts the bearer in instant communication with all of the other ring wearers. It also allows the user to fly and to walk underneath water.

In later years, Blackmoor would return to D&D as a portion of the Known World setting that achieved notoriety in the distant past but was now remembered only in legend. To reach Blackmoor, characters had to travel through time—something that wasn't out of the question in the D&D Basic/Expert/Companion rules. Much more of the actual *Blackmoor* campaign setting would be revealed in the *DA* series of adventures: *DA1: Adventures in Blackmoor*, *DA2: Temple of the Frog* (expanded upon from the supplement), and *DA3: City of the Gods*. Those who managed the journey could once again tackle the deadly, time-bending, and rewarding Temple of the Frog. From *DA2*, we end this simple description of *Blackmoor*—but as a short testament to the importance of the setting and Dave Arneson's foundational work with Dungeons & Dragons:

Blackmoor was the first campaign setting ever created for use in a fantasy role-playing game.

About the Author

Bart Carroll is loathsome beyond description and has no redeeming features. His body resembles that of a huge, bloated buffalo and gives off an offensive odor. The author's neck is long and thin, and perched atop it is a big head uglier than that of a warthog. His legs are thick and stumpy, much like a hippopotamus. The author's tail is strong and snakey, however, and moves with amazing swiftness to strike enemies.

Steve Winter is a writer, game designer, and web producer living in the Seattle area. He's been involved with publishing D&D® in one form or another since 1981. Tiny people and monsters made of plastic and lead are among his favorite obsessions.

Three Game Days for the "Twos"

BY CHRIS TULACH
illustrations by Eric L. Williams

Welcome back to the RPGA Report! This month, we're going to address some questions we've received from organizers regarding recent changes to the ordering system. But first, a **Worldwide D&D Game Day** update!

Player's Handbook 2 Game Day

Last month we kicked off the year with the first of our three Game Days in 2009 celebrating the launch of the "twos." Thousands of players across the world showed up to test out some of the new *Player's Handbook 2* races and classes, and play an 11th-level adventure called *One Dark Night in Weeping Briar*. We received great feedback from the event as well, and we'll be making some slight adjustments to future game days as a result. In particular, we recognize that a higher-level play experience might be a little too much for newer players, so we're dedicated to releasing all future Game Day adventures in the heroic tier, keeping them in the low- to mid-heroic range. A lower-level adventure will cut down on player prep time and should be a little easier for the DMs to prep as well. Additionally, this should help keep the run time of the adventure a little bit more manageable—we're targeting a 3–4 hour play experience for future adventures.

If you participated as a player, DM, and/or organizer for our first Game Day of 2009, thank you very much for helping make the event a success! And if you're an organizer that hasn't reported your event, please take some time to do so, even if you had to cancel. Accurate reporting of the event keeps your organizer privileges in good standing and helps us to make improvements to the program. If you have

questions or problems reporting, please send an email to wpn@wizards.com and the folks here in Organized Play will be more than happy to assist you.

COMING SOON ON MAY 23: MONSTER MANUAL 2 GAME DAY

Don't forget to mark your calendars for our second Worldwide D&D Game Day this year, celebrating the release of *Monster Manual 2*! Play or DM the 5th-level adventure, *Journey Through the Silver Caves*, featuring a number of nasty beasts from *Monster Manual 2*. Head over to www.dndgameday.com for more information and if you're an organizer, don't forget to schedule your event!

RPGA AND WIZARDS PLAY NETWORK EVENT SCHEDULING CHANGES

On April 8, we made some important changes to the ordering and reporting databases. You can read about these changes here. We've since received a number of questions about these changes, so we wanted to give you a brief FAQ to clarify.

Q. Why did you change the event types from convention, retail, gameday, and home to Wizards Play Network and private?

A. We had a lot of confusion over the term "gameday," since it was being used to describe both Worldwide D&D Game Day and a type of RPGA public event that was essentially a mini-convention. In addition, we decided it would be much easier for an organizer to simply select whether their game was open to the public or a private session. Public play, no matter where it occurs, counts toward an organizer's credit in the Wizards Play Network. Conventions will still receive special attention through the convention support program; information on the program and its benefits can be found at www.wizards.com/conventions.

Q. What is the difference between Wizards Play Network play and private play? How do the previous RPGA types fit into these categories?

A. Wizards Play Network play is simply any play that occurs in a public location that is open to public participation. Private play is closed to the public – either you're playing a game in a home or other private location, or you're playing a closed session in a public place. The previous RPGA categories of convention, gameday, and retail all map to Wizards Play Network play, except for the old home category, which is now considered private play. All RPGA organizers that organize public events (like conventions or in-store games) are Wizards Play Network organizers, and should sign up through the Wizards Play Network at www.wizards.com/wpn to receive credit for their work.

Q. When I log into the character tracker to check on my Living Forgotten Realms character, I seem to have two versions of that character. What's going on?

A. When we split the play categories into two separate types, the character tracker database also split. We are working on correcting that issue, and before the summer convention season arrives we'll have an update about the future utility of the character tracker for Living Forgotten Realms.

Q. I want to run Wizards Play Network games. How do I start?

A. You may already be doing so, and you should definitely receive credit for your work! Simply go to www.wizards.com/wpn and sign up to ensure that you're getting the support you need. All public RPGA play is part of the Wizards Play Network, so if you organize any RPGA games in public, you should definitely take advantage of the program and its support.

Q. Do DMs still get credit toward their DM Rewards if they run games in private?

A. Yes. If you DM a game and you're signed up for our DM Rewards program, your activity will count toward your reward regardless of the event type. If you haven't signed up for DM Rewards, you should definitely do so – the program has just been re-launched, and the first mailings are going out soon. You even get a very cool adventure just for signing up, and each year just for updating your contact information. For more information on DM Rewards, head to www.wizards.com/dndrewards.

That's it for this month! Next month, we'll talk about summer con season (including some great new convention offerings this year) and give you more information on what you can expect to see in the first couple DM Rewards mailings! Keep rolling those crits!

NEW LIVING FORGOTTEN REALMS ADVENTURES RELEASING THIS MONTH

Check out the latest adventure offerings from the RPGA!

April 1, 2009
MOON1-4 Black Blood
The Black Blood tribe holds sway over much of the island of Moray. An ambitious young man wants to break their power and make the island safe again. However, he cannot do it alone. Part 2 of "The Fisherman" Major Quest. A Living Forgotten Realms adventure set in the Moonshae Isles for characters levels 7-10.

April 8, 2009
WATE1-4 Mystery of Deepwater Harbor
The Necromancer strikes again at Waterdeep and the brave adventurers must unravel the mystery behind his revenge. This adventure is Part 2 of a major quest, Quest for the Necromancer, and follows the story in *WATE1-3 The Woolmen's Restless Tomb*. A LIVING FORGOTTEN REALMS adventure set in Waterdeep for characters levels 7-10.

April 15, 2009
EAST1-4 Darkness in Delzimmer
A simple caravan run to the free city of Delzimmer takes an unexpected turn. It's said that there is no honor among thieves. Unfortunately, their struggles can still cause collateral damage, and the future of the Crafty Kobold Salvage Company hangs in the balance. A Living Forgotten Realms adventure set in the East Rift for characters levels 1-4.

April 22, 2009
LURU1-4 Prey for the Night
The Eastern Glimmerwood is avoided by all but the most foolhardy with good reason. For here, in the lands of the People of the Black Blood, the civilized races are not the hunter; here, they are nothing but prey. A LIVING FORGOTTEN REALMS adventure set in Luruar for characters levels 7-10.

April 29, 2009
CORE1-9 Ages Best Left Forgotten
Someone with a long memory has found that others have uncovered something he hoped forgotten. Can you journey to a twisted land and aid in the re-emergence of something best left missing?
A Living Forgotten Realms adventure set in Thay for characters levels 7-10.

About the Author
Originally thought to have been raised from a humble Mid-western family, **Chris Tulach** actually fell to Earth in a meteorite-shaped capsule flung from a planet far outside our galaxy. While under the yellow rays of Sol, Chris's nerdity far surpasses that of any normal human. Using this precious gift only for good, he has become the RPGA Content Designer, responsible for the development and deployment of Dungeons & Dragons organized play programs.

AMPERSAND

by Bill Slavicsek

This month, I want to show you an exciting piece of the upcoming Divine Power sourcebook. Specifically, the new optional domains system which provides access to special domain and divinity feats related to a divine character's choice of deity. Before we get to that, though, I have a couple of other things to discuss with the D&D Insiders in the audience.

D&D Game Day

Last month, we launched *Player's Handbook 2* and celebrated the release with a special D&D Game Day. The event went off nicely, and D&D players everywhere got together to play D&D and have fun. Watch for the next D&D Game Day, coming May 23, which coincides with the release of *Monster Manual 2*.

A Quick Conversation with James Wyatt

I've asked James Wyatt, who oversees the game designers working on D&D for me, to come into my office and tell me something new and surprising that I can share with *D&D* Insiders. It's James'sjob to constantly innovate and take each new *D&D* game product to the next level, working with his team and our talented freelancer pool to come up with new twists and leaps of excitement to populate the content we provide in both analog and digital form.

What have you got for me today, James?

"In design right now, we're working to make each planar environment ripe for adventuring," James said. "For example, Rob Heinsoo is currently putting together material on one of the planes that really pushes the envelope beyond what we've already hinted at regarding this place's nature and environment. So much so, that this particular plane may just become a key location in nearly every *D&D* campaign. Watch for this planar location book early next year."

And what are you personally working on right now?

"I'm putting the finishing touches on the *Eberron Campaign Guide* even as we speak," James said. "My favorite part of the book is the chapter that introduces the themes of the campaign and shows you how to apply these themes to your own campaign."

Thanks, James. Now get back to work!

Divine Domains

Each deity holds sway over certain aspects of existence. For example, Erathis is the god of cities and nations. She often represents law, order, authority, and invention. Aspects of existence such as these are summed up in domains, spheres of divine influence. Each deity is associated with two or three divine domains.

More than thirty divine domains are presented in *Divine Power*, and the domains of the deities from the *Player's Handbook* and the *Dungeon Master's Guide* are noted. Erathis, for example, is associated with the civilization, creation, and justice domains.

Using Domains

Using domains is optional. If you and your Dungeon Master decide to use them, your divine character gains access to the domains of his or her deity, which means you gain access to those domains' feats. Each divine domain has a divinity feat and a domain feat associated with it. These feats follow the normal rules for feat selection.

If your character worships multiple deities with a common theme (such as the three gods of destiny, Avandra, Ioun, and the Raven Queen), you gain access to all their domains.

Divinity Feats

Characters who have the Channel Divinity class feature can gain additional Channel Divinity powers by taking divinity feats. As long as you have a particular divinity feat, you can use its power.

Domain Feats

Domain feats provide benefits when you use divine at-will attack powers associated with them. Each domain feat notes its associated powers.

If you have more than one domain feat associated with the same power, that power can benefit from only one domain feat at a time. You decide which domain feat applies each time you use the power. For example, if your invoker of Erathis has the domain feats Power of Civilization and Power of Justice and uses *mantle of the infidel*, you choose which feat's benefit to apply.

DOMAIN DESCRIPTIONS

Here are the domains of Erathis. The domain feats note which books their associated powers come from: the *Player's Handbook* (PH), *Player's Handbook 2* (PH2), or *Divine Power* (DP).

Civilization

Both Erathis and Asmodeus prize civilization as the most important force for greatness, but they seize upon the concept in different ways.

Erathis sees civilization as the means of bringing order and illumination to a dark and chaotic cosmos. For her, any culture of laws advances society better than the wild aspirations of individuals. Large and stable communities give people the chance to create the inventions that further propel the ascendancy of civilization as a whole.

Asmodeus understands civilization as a means of gaining power. Confused rabble roaming the wilderness make for easy conquests, but conquering them means bringing them under control. The laws, technologies, and structures of civil society provide the tools to pinion the weak beneath the boots of the mighty.

A good god of civilization might view it as the best way for people to help one another. The laws and shared responsibilities of societies give people the opportunities to show their better selves. In a world where cities are separated by vast areas of peril, expanding the reach of civilization can be a heroic task indeed.

Power of Civilization [Domain]

Prerequisite: Any divine class, must worship a deity of the civilization domain

Benefit: You gain a +2 feat bonus to Diplomacy checks.

When you use a power associated with this feat, you gain a +1 bonus to the damage roll for each enemy adjacent to you.

Powers: *leading strike* (avenger *DP*), *mantle of the infidel* (invoker *DP*), *priest's shield* (cleric *PH*), *valiant strike* (paladin *PH*)

Anthem of Civilization [Divinity]

Prerequisite: Channel Divinity class feature, must worship a deity of the civilization domain

Benefit: You gain the Channel Divinity power *anthem of civilization*.

Channel Divinity: Anthem of Civilization — **Feat Power**

You inspire your allies to work in concert to turn the tide of battle.

Encounter, **Divine**
Minor Action Personal
Effect: Until the end of your next turn, you or an ally of your choice within 3 squares of you gains an additional +2 bonus to attack rolls against any enemy he or she flanks.

Creation

Erathis and Moradin both claim the domain of creation, and their followers share an appreciation for works of craft. Yet each god places different emphasis on what they inspire their worshipers to create.

Erathis values creations that advance civilization. Faster ships to speed trade, great roads carved through mountains, new cities where no person had thought they might live—these bring Erathis joy. Even an invention as small as a new kind of hinge receives Erathis's sanction.

Moradin encourages others to bring works into being that will see generations of use. He was intimately involved in hammering the raw creation of the primordials into a durable and refined world that mortals could thrive in. Now that the work of original creation is done, his followers focus on the lasting works of hammer and forge, chisel and stone.

Other gods of creation likely make their own marks on the domain. A deity of creation and magic might focus on the invention of new spells or magic items. A god of creation and war might value inventions only for their destructive potential.

Power of Creation [Domain]

Prerequisite: Any divine class, must worship a deity of the creation domain

Benefit: You gain a +2 feat bonus to Religion checks.

When you use a power associated with this feat and hit one or more enemies with it, you or an ally of your choice within 5 squares of you gains a +1 power bonus to AC until the end of your next turn.

Powers: *bolstering strike* (paladin *PH*), *grasping shards* (invoker *PH2*), *radiant vengeance* (avenger *PH2*), *sacred flame* (cleric *PH*)

Creation Secret [Divinity]

Prerequisite: Channel Divinity class feature, must worship a deity of the creation domain

Benefit: You gain the Channel Divinity power *creation secret*.

Channel Divinity: Creation Secret — Feat Power

Your prayer has a chance of extending the magic contained within an item.

Encounter, Divine
Free Action, Personal
Trigger: You use a magic item's daily power
Effect: Roll a d20. If you roll 10 or higher, the use of the daily power is not expended.

JUSTICE

Justice lives differently in the mind of each person, and laws change with each ruler, but ideals of integrity and fairness exist in most societies—even among those who see such ideals as weaknesses. Two gods take up the banner of justice, placing it among their highest virtues.

Bahamut sees justice as the tool of good intentions. Laws and honor exist to protect those who cannot protect themselves and to prevent those who wield power from taking the path of evil.

Erathis views justice as the driving force behind civilization. Without law—without the shared understanding of what should and should not be—society dissolves into chaos.

Other gods of justice would place their own perspectives on the concept. A deity of justice and death might be concerned only with providing the proper rewards and punishments to souls. An evil deity of justice might be an unforgiving judge who cleaves to the letter of the law, relishing in the technicalities that entrap decent souls.

Power of Justice [Domain]

Prerequisite: Any divine class, must worship a deity of the justice domain

Benefit: You gain a +2 feat bonus to Insight checks.

When you use a power associated with this feat and hit an enemy with it, each bloodied ally within 10 squares of you gains a +1 power bonus to attack rolls until the start of your next turn.

Powers: *bond of censure* (avenger *DP*), *mantle of the infidel* (invoker *DP*), *righteous brand* (cleric *PH*), *virtuous strike* (paladin *DP*)

Immediate Justice [Divinity]

Prerequisite: Channel Divinity class feature, must worship a deity of the justice domain

Benefit: You gain the Channel Divinity power *immediate justice*.

Channel Divinity: Immediate Justice — Feat Power

You enforce balance with a flare of divine energy that lances your enemy.

Encounter, Divine, Radiant
Immediate Reaction, Ranged 10
Trigger: An enemy reduces your ally to 0 hit points or fewer or damages your unconscious ally
Target: The triggering enemy
Effect: The target takes radiant damage equal to 5 + one-half your level.

In Case You Don't Know Him

Bill Slavicsek's gaming life was forever changed when he discovered **Dungeons & Dragons** in 1976. He became a gaming professional in 1986 when he was hired by West End Games as an editor. He quickly added developer, designer, and creative manager to his resume, and his work helped shape the *Paranoia*, *Ghostbusters*, *Star Wars*, and *Torg* roleplaying games. He even found some time during that period to do freelance work for **D&D** 1st Edition. In 1993, Bill joined the staff of TSR, Inc. as a designer/editor. He worked on a bunch of 2nd Edition material, including products for **Core D&D**, *Dark Sun*, *Ravenloft*, and *Planescape*. In 1997, he was part of the TSR crowd that moved to Seattle to join Wizards of the Coast, and in that year he was promoted to R&D Director for **D&D**. In that position, Bill oversaw the creation of both the 3rd Edition and 4th Edition of the **D&D Roleplaying Game**. He was one of the driving forces behind the **D&D Insider** project, and he continues to oversee and lead the creative strategy and effort for **Dungeons & Dragons**.

Bill's enormous list of credits includes *Alternity*, *d20 Modern*, *d20 Star Wars*, *Pokemon Jr.*, *Eberron Campaign Setting*, the *D&D For Dummies* books, and his monthly *Ampersand* (&) column for *Dragon* Magazine.